Amazin' GAMES

PROGRAMS FROM
FAMILY COMPUTING
WILD, WACKY, ORIGINAL, AND FUN!

Games are an amazin' invention—they're fun, challenging, and can provide great entertainment for the whole family. Boot up a game on the computer, and everyone, from age two to ninety-two, will want to get in their two cents worth. Our original FAMILY COMPUTING game programs, particularly the simulations, have proven to be great favorites among our readers. After all, why take the chance yourself when you can try it out first on a computer—and have fun with it to boot?

AMAZIN' GAMES is a collection of short simulation games written in BASIC. Start typing, and before you know it, you will be practicing on the ski slopes, prancing through poison ivy, evading berserk robots and moldy monsters, and unscrambling hopelessly mixed up words. Rather than getting arrested for hitting a policeman with a water balloon, why not let your computer take the punishment instead? In fact, next time you feel like doing anything crazy, daring, scary, or wild, let your computer try it out first! You'll find it a great way to make good use of your computer—nothing short of amazin'.

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AMAZIN' GAMES contains translations for the ADAM, Apple, Atari, Commodore, IBM, TRS-80 Color Computer & Model III Computers.

Even the most experienced programmers make the most basic errors every once in a while. To help you avoid frustrating mistakes, here are some simple programming reminders.

1.

When you type program lines into your computer, be sure to copy them exactly as written. Numbers, punctuation marks, and spaces are important.

2.

Press RETURN or ENTER after every completed program line.

3.

Before you run the program, save it. That way you avoid crashing the program if you make a typing error.

4.

Run the program when you finish typing it in by typing RUN and pressing the RETURN or ENTER key. If the computer gives you an error message, don't panic. Mistakes can be fixed. List the program by typing the word LIST and pressing the RETURN or ENTER key, and double-check each line. If there is data, check to make sure you haven't typed any extra commas. Make sure you've typed zeros where zeros are needed and not the letter "O." A foolproof way to correct a mistake is to type in the entire line again (including its line number) and press RETURN or ENTER. When you LIST the program again, you'll find the new line in place of the old.

5.

If you need more help, read the programming guide you received with your computer. It should cover most of your questions.

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AMAZIN'

AMAZIN' is what you'll say, the first time you make it through this twistin' maze. The clock tells you your score time, so you can compare your score with the best score. Watch out for walls! If you collide with a wall, you lose. On most computers you have the choice of joystick control or keyboard control. Select the one you want at the beginning of the game. If you use the keyboard, write the direction keys down on a piece of paper and practice using them. Pushing direction keys will get you where you want to go, pronto!

Apple/*Amazin'*

```
10 DIM KT$(3),XT(3),YT(3)
20 HOME:LS = 400
30 PRINT "ARE YOU USING A JOYSTICK (Y/N)?";
40 GET K$:J = (K$ = "Y")+(K$ <> "Y")*2
50 HOME:IF J = 1 THEN 120
60 PRINT "THE DIRECTION KEYS ARE:"
70 PRINT
80 PRINT "I=UP K=DOWN J=LEFT L=RIGHT"
90 PRINT
100 PRINT "PLEASE PRESS ANY KEY TO BEGIN.";
110 GET K$
120 GR:POKE -16302,0:CALL -1998
130 COLOR= 15
140 FOR RO = 1 TO 47
150 READ X1,X2,Y
160 HLIN X1,X2 AT Y:NEXT RO
170 FOR CO = 1 TO 45
180 READ Y1,Y2,X
190 VLIN Y1,Y2 AT X:NEXT CO
200 FOR IN = 1 TO 44
210 KOL = INT(RND(1)*15)+1:IF KOL = 15 THEN 210
220 COLOR= KOL:READ X,Y
230 PLOT X,Y:NEXT IN
240 FOR I = 0 TO 3:READ KT$(I):NEXT I
250 FOR I = 0 TO 3:READ XT(I):NEXT I
260 FOR I = 0 TO 3:READ YT(I):NEXT I
270 XI = 0:YI = 0
280 CO = 3:RO = 0
290 TI = 0:GOTO 320
300 IF YI = 0 AND XI = 0 THEN 330
310 COLOR= 0:PLOT CO-XI,RO-YI
320 COLOR= 14:PLOT CO,RO
330 XI = 0:YI = 0:IF J = 2 THEN 390
340 IF PDL(1) < 64 THEN YI = -1:GOTO 430
350 IF PDL(1) > 192 THEN YI = 1:GOTO 430
360 IF PDL(0) < 64 THEN XI = -1:GOTO 430
370 IF PDL(0) > 192 THEN XI = 1
380 GOTO 430
390 K = PEEK(-16384)-128:IF K < 0 THEN 470
400 POKE -16368,0:K$ = CHR$(K):FOR L = 0 TO 3
410 IF K$ = KT$(L) THEN YI = YT(L):XI = XT(L):L = 3
420 NEXT L
```

```
430 RO = RO+YI:CO = CO+XI
440 IF CO > 39 THEN 480
450 IF RO < 0 THEN RO = 0
460 IF SCRN(CO,RO) = 15 THEN 570
470 TI = TI+1:GOTO 300
480 TEXT:HOME:WH = TI
490 FOR T = 1 TO 100
500 PRINT "YOU MADE IT! ";:NEXT T
510 IF WH < LS THEN LS = WH
520 HOME
530 PRINT "YOUR SCORE IS: ";WH
540 PRINT
550 PRINT "THE LOW SCORE IS: ";LS
560 GOTO 590
570 TEXT:HOME
580 PRINT "YOU RAN INTO A WALL!"
590 PRINT:POKE -16368,0
600 PRINT "PRESS ANY KEY TO PLAY AGAIN.";
610 GET K$:RESTORE:GOTO 120
1000 DATA 5,39,0,35,39,1,35,39,2,5,10,3,35,39,3
1010 DATA 30,33,5,0,13,8,0,6,9,32,39,9,35,39,10,9,13,11,30,33,13
1020 DATA 4,11,15,4,11,16,4,11,18,4,11,19,13,16,19,23,25,19
1030 DATA 23,25,20,29,39,20,29,39,21,27,39,22,5,9,23
1040 DATA 27,39,23,25,30,24,25,30,25,0,7,26,9,11,26
1050 DATA 0,7,27,9,11,27,19,30,28,34,36,28,34,36,29
1060 DATA 4,11,30,17,34,32,17,34,33,4,6,34,8,10,34
1070 DATA 37,39,36,4,6,40,8,27,40,4,6,41,8,27,41,33,36,41
1080 DATA 33,36,42,4,27,44,0,39,47
1090 DATA 0,47,0,0,7,1,15,19,4,35,39,4,0,2,5,15,19,5
1100 DATA 35,39,6,35,39,8,11,19,9,0,2,10,11,19,10
1110 DATA 35,39,10,11,22,11,24,27,11,19,39,13,27,33,14
1120 DATA 4,10,15,4,10,16,16,19,16,14,16,17,23,31,17,12,14,18,20,23,18
1130 DATA 0,12,19,19,21,19,17,19,20,15,17,21,34,37,21,2,3,22
1140 DATA 6,15,22,26,27,24,36,39,24,16,18,25,26,27,25
1150 DATA 0,16,26,34,37,27,26,27,29,5,13,30,26,27,30
1160 DATA 34,44,30,36,40,33,30,31,34,11,19,35,11,19,36
1170 DATA 11,47,39
1180 DATA 6,1,7,1,8,1,9,1,6,2,7,2,8,2,9,2
1190 DATA 37,11,38,11,37,12,38,12,37,13,38,13,37,14,38,14,37,15,38,15,37,16
1200 DATA 38,16,37,17,38,17,37,18,38,18,37,19,38,19,6,17,7,17,8,17,5,35,5,36
1210 DATA 5,37,5,38,5,39,9,35,9,36,9,37,9,39,26,26,27,26,28,26,26,27,27,27,28,27
2000 DATA I,J,L,K,0,-1,1,0,-1,0,0,1
```

Atari/*Amazin'*

```
10 DIM J$(1)
20 GRAPHICS 0:GOTO 440
30 CO=2:RO=0:GOTO 50
40 COLOR 0:PLOT H1,H2
50 COLOR 2:PLOT CO,RO
60 H1=CO:H2=RO:TI=TI+1
70 XI=0:YI=0:IF J=2 THEN 140
80 JV=STICK(0)
90 IF JV=14 THEN YI=-1:GOTO 200
100 IF JV=13 THEN YI=1:GOTO 200
110 IF JV=11 THEN XI=-1:GOTO 200
120 IF JV=7 THEN XI=1
```

```
130 GOTO 200
140 K=PEEK(764):FOR D=1 TO 15:NEXT D
150 IF K=255 THEN 200
160 POKE 764,255:IF K=13 THEN YI=-1:GOTO 200
170 IF K=5 THEN YI=1:GOTO 200
180 IF K=1 THEN XI=-1:GOTO 200
190 IF K=0 THEN XI=1
200 RO=RO+YI:CO=CO+XI
210 IF CO>39 THEN 290
220 IF RO<0 THEN RO=0
230 LOCATE CO,RO,C:IF C=1 THEN 380
240 POKE 752,6
250 PRINT CHR$(125)
260 PRINT TI
270 FOR D=1 TO 30:NEXT D
280 PRINT :GOTO 40
290 GRAPHICS 0
300 FOR T=1 TO 100
310 PRINT "YOU MADE IT!  ";:NEXT T
320 PRINT CHR$(125)
330 PRINT "YOUR SCORE IS: ";TI
340 IF TI<LS THEN LS=TI
350 PRINT
360 PRINT "LOW SCORE IS: ";LS
370 PRINT :GOTO 410
380 GRAPHICS 0
390 PRINT "YOU RAN INTO A WALL!"
400 PRINT
410 PRINT "PRESS <RETURN> TO PLAY AGAIN.";
420 GOSUB 1000
430 RESTORE :GOTO 580
440 PRINT CHR$(125)
450 PRINT "TYPE YOUR ANSWER; THEN PRESS <RETURN>."
460 PRINT
470 PRINT "ARE YOU USING A JOYSTICK (Y/N)";
480 INPUT J$:IF J$="Y" THEN J=1:GOTO 570
490 J=2
500 PRINT CHR$(125)
510 PRINT "THE DIRECTION KEYS ARE:"
520 PRINT
530 PRINT "I=UP K=DOWN J=LEFT L=RIGHT"
540 PRINT
550 PRINT "PLEASE PRESS <RETURN> TO BEGIN.";
560 GOSUB 1000
570 LS=999
580 GRAPHICS 3:TI=0
590 SETCOLOR 0,0,8:COLOR 1
600 READ A,B,C,D
610 IF A=-1 THEN 30
620 PLOT A,B
630 DRAWTO C,D:GOTO 600
1000 POKE 764,255
1010 K=PEEK(764):IF K<>12 THEN 1010
1020 POKE 764,255:RETURN
2000 DATA 0,0,0,19,4,0,39,0,9,1,9,14,16,1,16,5,25,1,25,4,30,1,30,3,34,1,34,3,4,3
2010 DATA 6,3,4,3,4,11,18,3,18,5,21,3,21,6,28,3,28,6,39,3,39,19,12,4,12,9,32,4
2020 DATA 32,7,37,3,37,10,38,3,38,3,9,5,10,5,14,5,14,5,23,5,23,5,7,6,8,6,2,7,4,7
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```
2030 DATA 20,7,20,12,24,7,37,7,24,7,24,11,30,8,30,8,7,9,7,14,9,9,9,14,12,9,17,9
2040 DATA 18,9,18,9,19,8,19,9,23,9,23,9,32,9,32,9,1,10,2,10,18,10,19,10,28,10,28
2050 DATA 10,19,11,19,11,27,11,27,16,27,11,34,11,34,11,34,15,12,12,16,12,3,13,3
2060 DATA 13,4,13,4,14,21,13,21,13,4,14,7,14,9,14,18,14,21,14,24,14,24,15,24,15
2070 DATA 30,14,32,14,32,14,32,18,36,14,36,15,4,16,27,16,35,16,35,16,0,19,39,19
2080 DATA -1,-1,-1,-1
```

Commodore 64/*Amazin'*

```
10 DIM KT$(3),XT(3),YT(3)
20 GOTO 410
30 HI=3:H2=0
40 CO=3:RO=0
50 TI$="000000"
60 IF RO<0 THEN RO=0
70 POKE CB+H1+40*H2,2:POKE CB+CO+40*RO,0
80 POKE SB+CO+40*RO,81
90 H1=CO:H2=RO:XI=0:YI=0
100 IF J=2 THEN 170
110 JV=PEEK(56321):JV=15-(JV AND 15)
120 IF JV=1 THEN YI=-1:GOTO 200
130 IF JV=2 THEN YI=1:GOTO 200
140 IF JV=4 THEN XI=-1:GOTO 200
150 IF JV=8 THEN XI=1
160 GOTO 200
170 GET K$:IF K$="" THEN 200
180 FOR L=0 TO 3:IF K$=KT$(L) THEN YI=YT(L):XI=XT(L):L=3
190 NEXT L
200 RO=RO+YI:CO=CO+XI:IF CO=40 THEN 240
210 IF PEEK(SB+CO+40*RO)=160 THEN 350
220 PRINT CHR$(19);CHR$(159);TAB(36);RIGHT$(TI$,3)
230 GOTO 60
240 PRINT CHR$(147):WH$=TI$
250 FOR T=1 TO 100
260 PRINT "YOU MADE IT! ";
270 POKE 53280,INT(RND(1)*16)+1:NEXT T
280 POKE 53281,3
290 IF VAL(RIGHT$(WH$,3))<VAL(LS$) THEN LS$=RIGHT$(WH$,3)
300 PRINT CHR$(147);CHR$(144)
310 PRINT TAB(11);"YOUR SCORE IS: ";RIGHT$(WH$,3)
320 PRINT
330 PRINT TAB(10);"THE LOW SCORE IS: ";LS$
340 PRINT:GOTO 380
350 PRINT CHR$(147);CHR$(144)
360 PRINT TAB(10);"YOU RAN INTO A WALL!"
370 PRINT
380 PRINT "      PRESS <RETURN> TO PLAY AGAIN."
390 GET K$:IF K$<>CHR$(13) THEN 390
400 RESTORE:GOTO 530
410 PRINT CHR$(147)
420 PRINT "    ARE YOU USING A JOYSTICK (Y/N)?"
430 GET K$:IF K$="" THEN 430
440 IF K$="Y" THEN J=1:GOTO 530
450 J=2
460 PRINT CHR$(147):LS$="200"
470 PRINT "THE DIRECTION KEYS ARE:"
480 PRINT
```

```
490 PRINT "I=UP K=DOWN J=LEFT L=RIGHT"
500 PRINT
510 PRINT "PRESS <RETURN> TO BEGIN."
520 GET K$:IF K$<>CHR$(13) THEN 520
530 SB=1024:CB=55296
540 POKE 53280,6:POKE 53281,2:POKE 650,128
550 PRINT CHR$(147)
560 READ CO,A,B
570 IF CO=-1 THEN 610
580 FOR RO=A TO B
590 POKE SB+CO+40*RO,160:POKE CB+CO+40*RO,1
600 NEXT RO:GOTO 560
610 READ RO,A,B
620 IF RO=-1 THEN 660
630 FOR CO=A TO B
640 POKE SB+CO+40*RO,160:POKE CB+CO+40*RO,1
650 NEXT CO:GOTO 610
660 READ RO,A,B
670 IF RO=-1 THEN 730
680 FOR CO=A TO B
690 Q=INT(RND(1)*16)+1
700 IF Q<3 OR Q>7 THEN 690
710 POKE SB+CO+40*RO,81:POKE CB+CO+40*RO,Q
720 NEXT CO:GOTO 660
730 READ RO,CO,CH
740 IF RO=-1 THEN 770
750 POKE SB+C0+40*RO,CH:POKE CB+CO+40*RO,158
760 PRINT CHR$(144):GOTO 730
770 FOR I=0 TO 3:READ KT$(I):NEXT I
780 FOR I=0 TO 3:READ XT(I):NEXT I
790 FOR I=0 TO 3:READ YT(I):NEXT I
800 GOTO 30
1000 DATA 0,0,24,1,0,6,4,18,20,5,0,2,5,18,20
1010 DATA 6,0,2,6,18,20,7,0,2,8,1,2,8,7,10,8,18,20
1020 DATA 9,14,14,9,1,2,9,7,10,9,18,20,10,7,10,10,13,14
1030 DATA 10,18,20,12,10,20,13,3,5,13,14,15
1040 DATA 14,3,5,16,14,16,17,0,7,21,4,7,25,0,8,27,11,13
1050 DATA 27,17,18,28,10,13,29,2,6,29,9,13
1060 DATA 30,9,13,31,17,22,34,14,16,34,18,21,36,4,10
1070 DATA 39,0,1,39,3,24,-1,-1,-1
1080 DATA 0,5,39,1,5,7,1,35,39,2,5,7,2,21,21,2,29,33
1090 DATA 3,13,14,3,36,39,4,32,35,5,2,11,6,2,4
1100 DATA 6,30,32,7,11,12,8,16,16,8,20,20,9,4,7
1110 DATA 9,15,15,9,19,19,9,24,24,9,29,35,10,4,7
1120 DATA 10,13,14,10,18,18,10,22,24,10,28,38,11,10,10
1130 DATA 11,17,17,11,27,30,12,4,8,12,16,16,12,26,30,13,16,16,13,18,30
1140 DATA 14,1,7,14,13,13,14,35,36,15,13,13,16,4,10,16,16,33
1150 DATA 17,18,18,17,27,27,18,4,6,18,8,10,18,18,18,18,38,38
1160 DATA 18,22,22,19,4,6,19,8,10,19,22,22,20,4,6,20,8,10
1170 DATA 20,11,27,21,35,36,22,4,27
1180 DATA 24,0,39,-1,-1,-1
1190 DATA 0,36,38,1,6,8,8,9,9,9,9,9,11,29,29,12,28,29,19,5,5
1200 DATA 19,9,9,4,38,38,5,37,37,6,38,38,7,37,37
1210 DATA 8,38,38,9,37,37,-1,-1,-1
1220 DATA 4,37,1,5,38,13,6,37,1,7,38,26,8,37,9,9,38,14,-1,-1,-1
1230 DATA I,J,L,K,0,-1,1,0,-1,0,0,1
```

IBM PC & IBM PC*jr* w/128K RAM/*Amazin'*

```
9  REM *** REQUIRES CARTRIDGE BASIC FOR IBM PCjr ***
10 DIM KT$(3),XT(3),YT(3)
20 KEY OFF:SCREEN 0,0,0:WIDTH 80
30 GOTO 340
40 CO=4:RO=1:H1=1:H2=4
50 LOCATE H1,H2,0:PRINT CHR$(32);
60 LOCATE RO,CO,0:PRINT CHR$(2);
70 H1=RO:H2=CO:XI=0:YI=0
80 K$=INKEY$:IF K$="" THEN 160
90 FOR L=0 TO 3:IF K$=KT$(L) THEN YI=YT(L):XI=XT(L):L=3
100 NEXT L:RO=RO+YI:CO=CO+XI
110 IF RO>24 THEN RO=24
120 IF RO<1 THEN RO=1
130 IF CO<1 THEN CO=1
140 IF CO>80 THEN 180
150 IF SCREEN(RO,CO)=219 THEN 280
160 LOCATE 2,76,0
170 PRINT RIGHT$(TIME$,4):GOTO 50
180 CLS
190 S=100*VAL(MID$(TIME$,4,2))+VAL(MID$(TIME$,7,2))
200 FOR T=1 TO 30
210 PRINT TAB(34);"YOU MADE IT!":PRINT:NEXT T
220 IF S<LS THEN LS=S
230 CLS
240 PRINT "YOUR SCORE IS:";S
250 PRINT
260 PRINT "THE LOW SCORE IS:";LS
270 PRINT:GOTO 310
280 CLS
290 PRINT "YOU RAN INTO A WALL!  YOU LOSE."
300 PRINT
310 PRINT "PRESS <ENTER> TO PLAY AGAIN."
320 IF INKEY$<>CHR$(13) THEN 320 ELSE RESTORE:GOTO 410
330 RESTORE
340 CLS:LS=999
350 PRINT "THE DIRECTION KEYS ARE:"
360 PRINT
370 PRINT "I=UP  K=DOWN  J=LEFT  L=RIGHT"
380 PRINT
390 PRINT "PRESS <ENTER> TO CONTINUE."
400 IF INKEY$<>CHR$(13) THEN 400
410 CLS:FOR I=0 TO 3:READ KT$(I):NEXT I
420 FOR I=0 TO 3:READ XT(I):NEXT I
430 FOR I=0 TO 3:READ YT(I):NEXT I
440 READ RO,A,B
450 IF RO=-1 THEN 490
460 FOR CO=A TO B
470 LOCATE RO,CO,0:PRINT CHR$(219);
480 NEXT CO:GOTO 440
490 READ CO,A,B
500 IF CO=-1 THEN 540
510 FOR RO=A TO B
520 LOCATE RO,CO,0:PRINT CHR$(219);
530 NEXT RO:GOTO 490
540 FOR RO=8 TO 13
550 READ CO,CH
```

```
560 LOCATE RO,CO,Ø:PRINT CHR$(CH);
570 NEXT RO
580 TIME$="ØØ:ØØ:ØØ":GOTO 4Ø
1000 DATA I,K,J,L,Ø,Ø,-1,1,-1,1,Ø,Ø
2000 DATA 1,7,8Ø,3,28,36,3,76,8Ø,4,7,9,5,57,6Ø,6,1,4,6,18,21,6,36,38,7,72,8Ø,8
2010 DATA 11,13,8,68,7Ø,9,38,41,9,67,68,1Ø,15,18,1Ø,41,61,11,4,7,12,41,57,12,61
2020 DATA 72,14,7,8,14,1Ø,11,14,13,14,14,28,29,14,31,32,14,77,8Ø,15,11,12,15,2Ø
2030 DATA 21,15,54,74,16,44,54,17,1,4,18,15,38,18,54,65,18,68,79,2Ø,38,51,21,5,7
2040 DATA 21,11,35,22,49,76,25,1,79,-1,-1,-1,1,1,25,5,23,23,7,4,21,8,14,14,9,8,8
2050 DATA 9,21,21,1Ø,14,14,11,8,21,11,23,23,12,15,15,13,2,8,13,14,14,14,14,14,15
2060 DATA 5,1Ø,15,13,13,15,17,17,16,16,16,17,15,15,18,2,6,18,1Ø,14,2Ø,15,15,21
2070 DATA 6,15,23,4,4,23,22,22,23,24,24,24,5,6,25,6,17,28,3,14,3Ø,6,6,32,6,17,34
2080 DATA 6,17,35,23,23,36,3,14,36,16,16,38,2,6,38,18,2Ø,39,17,17,4Ø,16,16,41,4
2090 DATA 1Ø,41,12,15,41,23,24,45,2,6,45,17,18,48,19,22,49,5,1Ø,52,17,18,53,2,6
2100 DATA 54,15,18,55,18,2Ø,57,5,1Ø,59,13,13,59,2Ø,21,61,7,7,61,1Ø,12,61,16,16
2110 DATA 62,2,2,62,6,6,62,9,9,63,3,3,63,5,5,75,2,3,63,8,8,64,4,4,64,7,7,65,6,6
2120 DATA 65,19,19,69,2,7,72,4,12,72,2Ø,21,74,7,15,76,13,13,76,16,16,77,7,14,79
2130 DATA 24,24,78,22,22,8Ø,1,3,8Ø,7,23,-1,-1,-1,78,65,79,77,78,65,79,9Ø,78,73
2140 DATA 79,78
```

TRS-80 Color Computer/*Amazin'*

```
1Ø DIM KT$(3),XT(3),YT(3)
2Ø GOTO 39Ø
3Ø CO=4:RO=Ø
4Ø SET(CO,RO,5)
5Ø FOR D=1 TO 2:NEXT D
6Ø RESET(CO,RO)
7Ø TI=TI+Ø.3:XI=Ø:YI=Ø
8Ø IF J=2 THEN 14Ø
9Ø H=JOYSTK(Ø):V=JOYSTK(1)
1ØØ IF H<1Ø THEN YI=-1:GOTO 17Ø
11Ø IF H>52 THEN YI=1:GOTO 17Ø
12Ø IF V<1Ø THEN XI=-1:GOTO 17Ø
13Ø IF V>52 THEN XI=1:GOTO 17Ø ELSE 17Ø
14Ø K$=INKEY$:FOR L=Ø TO 3
15Ø IF K$=KT$(L) THEN YI=YT(L):XI=XT(L):L=3
16Ø NEXT L
17Ø RO=RO+XI:CO=CO+YI
18Ø IF CO>63 THEN 23Ø
19Ø IF RO<Ø THEN RO=Ø
2ØØ IF POINT(CO,RO)=3 THEN 33Ø
21Ø PRINT@25,INT(TI);
22Ø GOTO 4Ø
23Ø CLS
24Ø FOR T=1 TO 1ØØ
25Ø PRINT "YOU MADE IT!  ";
26Ø FOR D=1 TO 1Ø:NEXT D:NEXT T
27Ø CLS
28Ø PRINT "YOUR SCORE IS:";INT(TI)
29Ø IF INT(TI)<LS THEN LS=INT(TI)
3ØØ PRINT
31Ø PRINT "THE LOW SCORE IS:";LS
32Ø PRINT:GOTO 36Ø
33Ø CLS
34Ø PRINT "YOU RAN INTO A WALL!"
35Ø PRINT
36Ø PRINT "PRESS <ENTER> TO PLAY AGAIN."
```

```
370 IF INKEY$<>CHR$(13) THEN 370
380 RESTORE:GOTO 510
390 CLS
400 PRINT "ARE YOU USING A JOYSTICK (Y/N)?"
410 J$=INKEY$:IF J$="" THEN 410
420 IF J$="Y" THEN J=1:GOTO 500 ELSE J=2
430 CLS
440 PRINT "THE DIRECTION KEYS ARE:"
450 PRINT
460 PRINT "I=UP K=DOWN J=LEFT L=RIGHT"
470 PRINT
480 PRINT "PRESS <ENTER> TO BEGIN."
490 IF INKEY$<>CHR$(13) THEN 490
500 LS=200
510 CLS(0):TI=0
520 READ A,B
530 IF A=-1 THEN 570
540 FOR CO=A TO B
550 PRINT@CO,CHR$(175);
560 NEXT CO:GOTO 520
570 READ A,B
580 IF A=-1 THEN 620
590 FOR RO=A TO B STEP 32
600 PRINT@RO,CHR$(175);
610 NEXT RO:GOTO 570
620 FOR RO=158 TO 318 STEP 32
630 READ CH
640 PRINT@RO,CHR$(CH);
650 NEXT RO
660 FOR I=0 TO 3:READ KT$(I):NEXT I
670 FOR I=0 TO 3:READ XT(I):NEXT I
680 FOR I=0 TO 3:READ YT(I):NEXT I
690 GOTO 30
1000 DATA 4,31,61,63,128,130,149,157,195,197,206,219
1010 DATA 296,309,315,317,320,322,349,351,357,370,376,379
1020 DATA 424,437,444,447,480,510,-1,-1
1030 DATA 0,448,4,68,5,389,104,296,11,235,45,45
1040 DATA 141,141,79,207,18,146,274,274,85,149
1050 DATA 245,245,309,437,24,88,216,440,91,91
1060 DATA 251,251,125,349,126,126,350,350
1070 DATA 127,510,-1,-1
1080 DATA 65,77,65,90,73,78
2000 DATA J,I,K,L,0,-1,1,0,-1,0,0,1
```

TRS-80 Model III/*Amazin'*

```
10 DIM KT$(7),XT(7),YT(7)
20 GOTO 310
30 CO=5:RO=0
40 SET(CO,RO)
50 FOR D=1 TO 2:NEXT D
60 RESET(CO,RO)
70 TI=TI+.2:XI=0:YI=0
80 K$=INKEY$:FOR L=0 TO 7
90 IF K$=KT$(L) THEN YI=YT(L):XI=XT(L):L=7
100 NEXT L:RO=RO+YI:CO=CO+XI
110 IF CO>127 THEN 160
120 IF RO<0 THEN RO=0
```

```
130 IF POINT(CO,RO) THEN 260
140 PRINT@56,INT(TI);
150 GOTO 40
160 CLS
170 FOR T=1 TO 100
180 PRINT "YOU MADE IT!  ";
190 FOR D=1 TO 10:NEXT D:NEXT T
200 CLS
210 PRINT "YOUR SCORE IS:";INT(TI)
220 IF INT(TI)<LS THEN LS=INT(TI)
230 PRINT
240 PRINT "THE LOW SCORE IS:";LS
250 PRINT:GOTO 280
260 CLS
270 PRINT "YOU RAN INTO A WALL!":PRINT
280 PRINT "PRESS <ENTER> TO PLAY AGAIN."
290 IF INKEY$<>CHR$(13) THEN 290
300 RESTORE:GOTO 370
310 CLS:PRINT "THE DIRECTION KEYS ARE:"
320 PRINT
330 PRINT "I=UP K=DOWN J=LEFT L=RIGHT":PRINT
340 PRINT "PRESS <ENTER> TO BEGIN."
350 IF INKEY$<>CHR$(13) THEN 350
360 LS=999
370 CLS:TI=0
380 READ A,B
390 IF A=-1 THEN 430
400 FOR CO=A TO B
410 PRINT@CO,CHR$(191);
420 NEXT CO:GOTO 380
430 READ A,B
440 IF A=-1 THEN 480
450 FOR RO=A TO B STEP 64
460 PRINT@RO,CHR$(191);
470 NEXT RO:GOTO 430
480 FOR RO=317 TO 639 STEP 64
490 READ CH
500 PRINT@RO,CHR$(CH);
510 NEXT RO
520 FOR I=0 TO 3:READ KT$(I):NEXT I
530 FOR I=0 TO 3:READ XT(I):NEXT I
540 FOR I=0 TO 3:READ YT(I):NEXT I
550 GOTO 30
1000 DATA 4,63,68,71,120,127,141,143,192,203,205,207
1010 DATA 221,225,252,255,292,297,325,333,38,40,352,357
1020 DATA 361,379,449,450,460,461,464,468,472,499,502,507
1030 DATA 513,521,528,528,536,537,548,552,570,572,584,586,591,592
1040 DATA 595,601,503,509,604,609,612,617,619,630,633,635,645,645
1050 DATA 654,656,668,671,699,700,709,744,752,756,759,764
1060 DATA 847,850,912,915,863,872,880,887,891,894,960,1022,-1,-1
1070 DATA 0,960,83,467,84,468,152,408,165,229,91,347,157,157,836,900
1080 DATA 701,765,702,766,775,775,841,905,780,844,790,854,857,921
1090 DATA 96,96,99,99,423,423,105,169,112,240,173,301,684,876,789,853
1100 DATA 858,922,797,861,874,874,180,308,184,248,252,700,63,127
1110 DATA 255,959,318,638,-1,-1
1120 DATA 65,77,65,90,73,78
2000 DATA K,I,J,L,0,0,-1,1,1,-1,0,0
```

SKI TREK

Are you appalled by the idea of standing in lift lines for hours to ski a three-minute run? Does just the thought of 30°-below-zero weather send shivers up and down your spine? Then pack away your skis, poles, and thermal underwear, pull up your favorite chair, pour a cup of hot chocolate, and bring out your hardware. Get ready for a tricky trek down a slick, tree-covered course. Remember, there's no snow-plowing down this one. Ready? Whooooossshhh!

ADAM/*Ski Trek*

```
10 HOME
20 PRINT TAB(9);"THE SKI GAME"
30 FOR d = 1 TO 1500:NEXT d
40 HOME
50 PRINT "YOU ARE THE SKIER: H"
60 PRINT
70 PRINT "FOR A HIGH SCORE,"
80 PRINT "SKI DOWN THE SLOPE"
90 PRINT "WITHOUT HITTING TREES."
100 PRINT
110 PRINT "USE THE JOYSTICK TO MOVE LEFT"
120 PRINT "OR RIGHT."
130 PRINT
140 PRINT "PRESS <RETURN> TO BEGIN."
150 GET k$:IF k$ <> CHR$(13) THEN 150
160 HOME
170 PRINT "  GET READY!"
180 FOR d = 1 TO 250:NEXT d
190 l = 12:s = 0:p = PDL(3)
200 a = INT(RND(1)*16)
210 FOR x = 1 TO a:GOSUB 1000
220 PRINT TAB(x);CHR$(33);"           ";CHR$(33)
230 IF l <= x THEN 290
240 NEXT x
250 FOR y = a TO 1 STEP -1:GOSUB 1000
260 PRINT TAB(y);CHR$(33);"           ";CHR$(33)
270 IF l >= y+12 THEN 290
280 NEXT y:GOTO 200
290 PRINT TAB(l);"*"
300 PRINT
310 PRINT " C R A S H !"
320 PRINT
330 PRINT "YOU WENT ";s;" YARDS."
340 IF s > h THEN h = s
350 PRINT "THE HIGH SCORE IS ";h;"."
360 PRINT
370 PRINT "PRESS <RETURN> TO PLAY AGAIN.";
380 GET k$:IF k$ <> CHR$(13) THEN 380
390 GOTO 160
1000 m = PDL(3)
1010 IF m < p THEN l = l-1
1020 IF m > p THEN l = l+1
1030 p = m
```

```
104Ø HTAB l:PRINT "H";
105Ø s = s+1
106Ø FOR d = 1 TO 1Ø:NEXT d
107Ø PRINT CHR$(8);CHR$(32)
108Ø RETURN
```

Apple/*Ski Trek*

```
1Ø HOME
2Ø PRINT TAB(14);"THE SKI GAME"
3Ø FOR D = 1 TO 15ØØ:NEXT D
4Ø HOME
5Ø PRINT "YOU ARE THE SKIER: H"
6Ø PRINT
7Ø PRINT "FOR A HIGH SCORE,"
8Ø PRINT "SKI DOWN THE SLOPE"
9Ø PRINT "WITHOUT HITTING THE TREES."
1ØØ PRINT
11Ø PRINT "PRESSING ..."
12Ø PRINT "  B MOVES YOU LEFT;"
13Ø PRINT "  N MOVES YOU RIGHT."
14Ø PRINT
15Ø PRINT "PRESS <RETURN> TO BEGIN.";
16Ø GET K$:IF K$ <> CHR$(13) THEN 16Ø
17Ø HOME
18Ø PRINT " GET READY!"
19Ø FOR D = 1 TO 25ØØ:NEXT D
2ØØ L = 12:S = Ø
21Ø A = INT(RND(1)*26)
22Ø FOR X = 1 TO A:GOSUB 1ØØØ
23Ø PRINT TAB(X);CHR$(33);"            ";CHR$(33)
24Ø IF L <= X THEN 3ØØ
25Ø NEXT X
26Ø FOR Y = A TO 1 STEP -1:GOSUB 1ØØØ
27Ø PRINT TAB(Y);CHR$(33);"            ";CHR$(33)
28Ø IF L >= Y+12 THEN 3ØØ
29Ø NEXT Y:GOTO 21Ø
3ØØ PRINT TAB(L);"*"
31Ø PRINT
32Ø PRINT "   C R A S H !"
33Ø PRINT:PRINT
34Ø PRINT "YOU WENT ";S;" YARDS."
35Ø IF S > H THEN H = S
36Ø PRINT "THE HIGH SCORE IS ";H;"."
37Ø PRINT
38Ø PRINT "PRESS <RETURN> TO PLAY AGAIN.";
39Ø GET K$:IF K$ <> CHR$(13) THEN 39Ø
4ØØ GOTO 17Ø
1ØØØ M = PEEK(-16384)
1Ø1Ø IF M = 194 THEN L = L-1
1Ø2Ø IF M = 2Ø6 THEN L = L+1
1Ø3Ø HTAB L:PRINT "H";
1Ø4Ø S = S+1
1Ø5Ø FOR D = 1 TO 2Ø:NEXT D
1Ø6Ø PRINT CHR$(8);CHR$(32)
1Ø7Ø RETURN
```

Atari/*Ski Trek*

```
10 DIM M$(1),SP$(40)
20 SP$=" ":SP$(40)=SP$:SP$(2)=SP$
30 POKE 752,1:OPEN #1,4,0,"K:"
40 PRINT CHR$(125)
50 PRINT SP$(1,12);"THE SKI GAME"
60 FOR D=1 TO 500:NEXT D
70 PRINT CHR$(125)
80 PRINT "YOU ARE THE SKIER: H"
90 PRINT
100 PRINT "FOR A HIGH SCORE,"
110 PRINT "SKI DOWN THE SLOPE"
120 PRINT "WITHOUT HITTING TREES."
130 PRINT
140 PRINT "PRESSING ..."
150 PRINT "  B MOVES YOU LEFT;"
160 PRINT "  N MOVES YOU RIGHT."
170 PRINT
180 PRINT "PRESS <RETURN> TO BEGIN."
190 GET #1,K:IF K<>155 THEN 190
200 PRINT CHR$(125)
210 POKE 766,1
220 PRINT "  GET READY!"
230 FOR D=1 TO 1000:NEXT D
240 L=8:S=0
250 A=INT(RND(1)*24)+1
260 FOR X=1 TO A:GOSUB 1000
270 PRINT SP$(1,X);CHR$(28);SP$(1,11);CHR$(28)
280 IF L<=X THEN 340
290 NEXT X
300 FOR Y=A TO 1 STEP -1:GOSUB 1000
310 PRINT SP$(1,Y);CHR$(28);SP$(1,11);CHR$(28)
320 IF L>=Y+12 THEN 340
330 NEXT Y:GOTO 250
340 PRINT SP$(1,L);"*";
350 PRINT
360 PRINT " C R A S H !"
370 PRINT
380 PRINT "YOU WENT ";S;" YARDS."
390 IF S>H THEN H=S
400 PRINT "THE HIGH SCORE IS ";H;"."
410 PRINT
420 PRINT "PRESS <RETURN> TO PLAY AGAIN."
430 GET #1,K:IF K<>155 THEN 430
440 POKE 766,0:GOTO 200
1000 M=PEEK(764)
1010 IF M=21 THEN L=L-1
1020 IF M=35 THEN L=L+1
1030 PRINT SP$(1,L);"H";
1040 S=S+1
1050 FOR D=1 TO 10:NEXT D
1060 POKE 766,0
1070 PRINT CHR$(126)
1080 POKE 766,1
1090 RETURN
```

Commodore 64/*Ski Trek*

```
10 PRINT CHR$(147);
20 PRINT TAB(12);"THE SKI GAME"
30 FOR D=1 TO 1500:NEXT D
40 PRINT CHR$(147)
50 PRINT "YOU ARE THE SKIER: ";CHR$(156);"H"
60 PRINT
70 PRINT CHR$(159);"FOR A HIGH SCORE,"
80 PRINT "SKI DOWN THE SLOPE"
90 PRINT "WITHOUT HITTING TREES."
100 PRINT
110 PRINT "PRESSING ..."
120 PRINT "  B MOVES YOU LEFT;"
130 PRINT "  N MOVES YOU RIGHT."
140 PRINT
150 PRINT "PRESS <RETURN> TO BEGIN."
160 GET K$:IF K$<>CHR$(13) THEN 160
170 PRINT CHR$(147);
180 POKE 650,128
190 PRINT "  GET READY!"
200 FOR D=1 TO 2500:NEXT D
210 L=12:S=0
220 POKE 53281,1
230 A=INT(RND(1)*24)+1
240 FOR X=1 TO A:GOSUB 1000
250 PRINT TAB(X);CHR$(30);CHR$(94);"           ";CHR$(94)
260 IF L<=X THEN 320
270 NEXT X
280 FOR Y=A TO 1 STEP -1:GOSUB 1000
290 PRINT TAB(Y);CHR$(30);CHR$(94);"           ";CHR$(94)
300 IF L>Y+12 THEN 320
310 NEXT Y:GOTO 230
320 PRINT TAB(L);CHR$(28);"*"
330 PRINT
340 PRINT CHR$(156);" C R A S H !"
350 PRINT
360 PRINT "YOU WENT";S;"YARDS."
370 IF S>H THEN H=S
380 PRINT "THE HIGH SCORE IS";H;"."
390 PRINT "PRESS <RETURN> TO PLAY AGAIN."
400 GET K$:IF K$<>CHR$(13) THEN 400
410 PRINT CHR$(159)
420 POKE 53281,6
430 GOTO 170
1000 GET M$
1010 IF M$="B" THEN L=L-1
1020 IF M$="N" THEN L=L+1
1030 PRINT TAB(L);CHR$(156);"H";
1040 S=S+1
1050 FOR D=1 TO 20:NEXT D
1060 PRINT CHR$(20)
1070 RETURN
```

IBM PCs/*Ski Trek*

```
10 RANDOMIZE:KEY OFF
20 SCREEN 0,0,0:WIDTH 40:COLOR 7,0,0
```

```
30 CLS:LOCATE ,,0
40 PRINT TAB(14);"THE SKI GAME"
50 FOR D=1 TO 1500:NEXT D
60 CLS
70 PRINT "YOU ARE THE SKIER: H"
80 PRINT
90 PRINT "FOR A HIGH SCORE,"
100 PRINT "SKI DOWN THE SLOPE"
110 PRINT "WITHOUT HITTING TREES."
120 PRINT
130 PRINT "PRESSING ..."
140 PRINT "  B MOVES YOU LEFT;"
150 PRINT "  N MOVES YOU RIGHT."
160 PRINT
170 PRINT "PRESS <ENTER> TO BEGIN."
180 IF INKEY$<>CHR$(13) THEN 180
190 CLS
200 PRINT "  GET READY!"
210 FOR D=1 TO 2500:NEXT D
220 L=12:S=0
230 A=INT(RND*25)+1
240 FOR X=1 TO A:GOSUB 1000
250 PRINT TAB(X);CHR$(24);STRING$(12,32);CHR$(24)
260 IF L<=X THEN 320
270 NEXT X
280 FOR Y=A TO 1 STEP -1:GOSUB 1000
290 PRINT TAB(Y);CHR$(24);STRING$(12,32);CHR$(24)
300 IF L>=Y+12 THEN 320
310 NEXT Y:GOTO 230
320 PRINT TAB(L);"*"
330 PRINT
340 PRINT "  C R A S H !"
350 PRINT "YOU WENT";S;"YARDS."
360 IF S>H THEN H=S
370 PRINT "THE HIGH SCORE IS";STR$(H);"."
380 PRINT
390 PRINT "PRESS <ENTER> TO PLAY AGAIN."
400 IF INKEY$<>CHR$(13) THEN 400 ELSE 190
1000 M$=INKEY$
1010 IF M$="B" THEN L=L-1
1020 IF M$="N" THEN L=L+1
1030 PRINT TAB(L);"H"
1040 S=S+1
1050 FOR D=1 TO 20:NEXT D
1060 RETURN
```

TRS-80 Color Computer/*Ski Trek*

```
10 CLS
20 PRINT@41,"THE SKI GAME"
30 FOR D=1 TO 1500:NEXT D
40 CLS
50 PRINT@32,"YOU ARE THE SKIER: H"
60 PRINT
70 PRINT "FOR A HIGH SCORE,"
80 PRINT "SKI DOWN THE SLOPE"
90 PRINT "WITHOUT HITTING TREES."
```

```
100 PRINT
110 PRINT "PRESSING ..."
120 PRINT "  B MOVES YOU LEFT;"
130 PRINT "  N MOVES YOU RIGHT."
140 PRINT
150 PRINT "PRESS <ENTER> TO BEGIN."
160 IF INKEY$<>CHR$(13) THEN 160
170 CLS
180 PRINT"  GET READY!"
190 FOR D=1 TO 2500:NEXT D
200 L=5:S=0
210 A=RND(19)-1
220 FOR X=1 TO A:GOSUB 1000
230 PRINT@(X+480),CHR$(33);"            ";CHR$(33)
240 IF L<=X THEN 300
250 NEXT X
260 FOR Y=A TO 1 STEP -1:GOSUB 1000
270 PRINT@(Y+480),CHR$(33);"            ";CHR$(33)
280 IF L>=Y+12 THEN 300
290 NEXT Y:GOTO 210
300 PRINT TAB(L);"*"
310 PRINT
320 PRINT "  C R A S H !"
330 PRINT
340 PRINT "YOU WENT";S;"YARDS."
350 IF S>H THEN H=S
360 PRINT "THE HIGH SCORE IS";STR$(H);"."
370 PRINT
380 PRINT "PRESS <ENTER> TO PLAY AGAIN."
390 IF INKEY$<>CHR$(13) THEN 390 ELSE 170
1000 M$=INKEY$
1010 FOR D=1 TO 90:NEXT D
1020 IF M$="B" THEN L=L-2
1030 IF M$="N" THEN L=L+2
1040 PRINT@(L+480),"H";
1050 S=S+1
1060 FOR D=1 TO 10:NEXT D
1070 PRINT CHR$(8)
1080 RETURN
```

TRS-80 Model III/*Ski Trek*

```
10 RANDOM
20 CLS
30 PRINT TAB(26);"THE SKI GAME"
40 FOR D=1 TO 1500:NEXT D
50 CLS
60 PRINT "YOU ARE THE SKIER: H"
70 PRINT
80 PRINT "FOR A HIGH SCORE,"
90 PRINT "SKI DOWN THE SLOPE"
100 PRINT "WITHOUT HITTING TREES."
110 PRINT
120 PRINT "PRESSING ..."
130 PRINT "  B MOVES YOU LEFT;"
140 PRINT "  N MOVES YOU RIGHT."
150 PRINT
```

```
160 PRINT "PRESS <ENTER> TO BEGIN."
170 IF INKEY$<>CHR$(13) THEN 170
180 CLS
190 PRINT "  GET READY!"
200 FOR D=1 TO 2500:NEXT D
210 L=12:S=0
220 A=RND(50)-1
230 FOR X=1 TO A:GOSUB 1000
240 PRINT TAB(X) CHR$(124);STRING$(12,32);CHR$(124)
250 IF L<=X THEN 310
260 NEXT X
270 FOR Y=A TO 1 STEP -1:GOSUB 1000
280 PRINT TAB(Y) CHR$(124);STRING$(12,32);CHR$(124)
290 IF L>=Y+12 THEN 310
300 NEXT Y:GOTO 220
310 PRINT TAB(L);"*"
320 PRINT
330 PRINT "   C R A S H !"
340 PRINT "YOU WENT";S;"YARDS."
350 IF S>H THEN H=S
360 PRINT "THE HIGH SCORE IS";STR$(H);"."
370 PRINT
380 PRINT "PRESS <ENTER> TO PLAY AGAIN."
390 IF INKEY$<>CHR$(13) THEN 390 ELSE 180
1000 M$=INKEY$
1010 IF M$="B" THEN L=L-1
1020 IF M$="N" THEN L=L+1
1030 PRINT TAB(L);"H";
1040 S=S+1
1050 FOR D=1 TO 15:NEXT D
1060 PRINT CHR$(8)
1070 RETURN
```

RENEGADE ROBOT I

The top-secret building you work in is guarded by a robot. One day you arrive at work and find the robot missing. Puzzled, you enter the building and immediately sense that something has gone wrong. Strange noises are coming from a distant corridor. You investigate and discover that it's the sound of the robot, twirling around in circles and crashing into walls. "Its wires must have snapped!" you think to yourself. "It's gone completely berserk!"

The instant the robot senses your presence, it starts coming after you, red eyes flashing madly. Your only hope is to reach the center of the building and turn off the power switch that controls the robot before it catches you. It won't be easy: The robot is smart and knows not only the floorplan by heart, but also why you're heading toward the building's center. You'd better get started; time is running out.

You can thwart the *Renegade Robot* with either your joystick (plug it into port No. 1) or your keyboard. If you are using your keyboard, press the following keys to move: "U" (up left); "I" (up center); "O" (up right); "J" (left); "L" (right); "K" (down left); comma (down center); and period (down right). Your current score and the highest score will be displayed on the screen.

ADAM/*Renegade Robot I*

```
10 GR
20 s = 1000:hr = 25:hc = 20:f = 0
30 COLOR= 3
40 PLOT 19,17:PLOT 19,18:PLOT 20,17:PLOT 20,18
50 COLOR= 7
60 FOR x = 1 TO 24
70 READ a,b,c
80 FOR y = a TO b
90 IF x <= 12 THEN PLOT c,y:GOTO 110
100 PLOT y,c
110 NEXT y:NEXT x
120 h1 = INT(RND(1)*22)
130 h2 = INT(RND(1)*8)+32*(RND(1) > .5)
140 VTAB 22:HTAB 15:PRINT s;" "
150 s = s-1
160 j = PDL(5)
170 ro = h1+(j = 4 OR j = 6 OR j = 12)-(j = 1 OR j = 3 OR j = 9)
180 co = h2+(j = 2 OR j = 3 OR j = 6)-(j = 8 OR j = 9 OR j = 12)
190 ro = ro-(ro > 39)+(ro < 0)
200 co = co-(co > 39)+(co < 0)
210 IF SCRN(co,ro) = 7 THEN ro = h1:co = h2:GOTO 260
220 COLOR= 0:PLOT h2,h1
230 COLOR= 13:PLOT co,ro
240 h1 = ro:h2 = co
250 IF (ro = 17 OR ro = 18) AND (co = 19 OR co = 20) THEN 380
260 ra = hr+(ro > hr)-(ro < hr):ca = hc+(co > hc)-(co < hc)
270 ra = ra-(ra > 39)+(ra < 0):ca = ca-(ca > 39)+(ca < 0)
280 IF SCRN(ca,ra) <> 3 AND SCRN(ca,ra) <> 7 THEN 330
290 d = 2*INT(RND(1)*2)-1
300 IF f THEN ra = hr+d:ca = hc:GOTO 320
```

```
310 ca = hc+d:ra = hr
320 f = NOT f:GOTO 270
330 COLOR= 0:PLOT hc,hr
340 COLOR= 11:PLOT ca,ra
350 hc = ca:hr = ra
360 IF ca = co AND ra = ro THEN 460
370 GOTO 140
380 TEXT
390 IF s > hs THEN hs = s
400 FOR t = 1 TO 50
410 PRINT CHR$(7);"You did it! ";
420 NEXT t
430 HOME
440 PRINT "Your score is ";s;"."
450 GOTO 480
460 TEXT
470 PRINT CHR$(7);"Sorry, you were caught!"
480 PRINT "The high score is ";hs;"."
490 PRINT "Press <RETURN> to play again.";
500 GET k$:IF k$ <> CHR$(13) THEN 500
510 RESTORE:GOTO 10
1000 DATA 6,18,8,20,33,8,12,13,12,15,24,12,26
1010 DATA 27,12,16,22,16,16,22,23,12,13,27,15
1020 DATA 24,27,26,27,27,6,18,31,20,33,31,10,19
1030 DATA 6,12,29,6,12,14,12,16,23,12,25,27,12
1040 DATA 16,23,16,18,21,22,12,14,27,16,23,27
1050 DATA 25,27,27,10,19,33,21,29,33
```

Apple/*Renegade Robot I*

```
10 TEXT:HOME
20 PRINT "DO YOU WANT TO USE THE <K>EYBOARD"
30 PRINT "OR THE <J>OYSTICK?";
40 GET K$:IF K$ <> "K" AND K$ <> "J" THEN 40
50 KB = (K$ = "J")
60 HOME:GR
70 S = 1000:HR = 30:HC = 19:F = 0
80 COLOR= 3
90 PLOT 19,17:PLOT 19,18:PLOT 20,17:PLOT 20,18
100 COLOR= 7
110 FOR X = 1 TO 24
120 READ A,B,C
130 FOR Y = A TO B
140 IF X <= 12 THEN PLOT C,Y:GOTO 160
150 PLOT Y,C
160 NEXT Y:NEXT X
170 H1 = INT(RND(1)*22)
180 H2 = INT(RND(1)*8)+32*(RND(1) > 0.5)
190 VTAB 22:HTAB 18:PRINT S;" "
200 S = S-1
210 IF KB = 0 THEN 240
220 RO = H1+(PDL(1) > 192)-(PDL(1) < 64)
230 CO = H2+(PDL(0) > 192)-(PDL(0) < 64):GOTO 270
240 J = PEEK(-16384)-128:POKE -16368,0
250 RO = H1+(J = 44 OR J = 46 OR J = 77)-(J = 73 OR J = 79 OR J = 85)
260 CO = H2+(J = 46 OR J = 76 OR J = 79)-(J = 74 OR J = 77 OR J = 85)
270 RO = RO-(RO > 39)+(RO < 0)
280 CO = CO-(CO > 39)+(CO < 0)
```

```
290 IF SCRN(CO,RO) = 7 THEN RO = H1:CO = H2:GOTO 340
300 COLOR= 0:PLOT H2,H1
310 COLOR= 13:PLOT CO,RO
320 H1 = RO:H2 = CO
330 IF (RO = 17 OR RO = 18) AND (CO = 19 OR CO = 20) THEN 480
340 RA = HR+(RO > HR)-(RO < HR)
350 CA = HC+(CO > HC)-(CO < HC)
360 CA = CA-(CA > 39)+(CA < 0)
370 RA = RA-(RA > 39)+(RA < 0)
380 IF SCRN(CA,RA) <> 3 AND SCRN(CA,RA) <> 7 THEN 430
390 D = 2*INT(RND(1)*2)-1
400 IF F THEN RA = HR+D:CA = HC:GOTO 420
410 CA = HC+D:RA = HR
420 F = NOT F:GOTO 360
430 COLOR= 0:PLOT HC,HR
440 COLOR= 11:PLOT CA,RA
450 HC = CA:HR = RA
460 IF CA = CO AND RA = RO THEN 570
470 GOTO 190
480 TEXT:HOME
490 IF S > HS THEN HS = S
500 FOR T = 1 TO 150
510 PRINT "YOU DID IT! ";
520 A = PEEK(-16336)
530 NEXT T
540 HOME
550 PRINT "YOUR SCORE IS ";S;"."
560 GOTO 590
570 TEXT:HOME
580 PRINT CHR$(7);"SORRY, YOU WERE CAUGHT!"
590 PRINT "THE HIGH SCORE IS ";HS;"."
600 PRINT "PRESS <RETURN> TO PLAY AGAIN.";
610 GET K$:IF K$ <> CHR$(13) THEN 610
620 RESTORE:GOTO 60
1000 DATA 6,18,8,20,33,8,12,13,12,15,24,12,26,27
1010 DATA 12,16,22,16,16,22,23,12,13,27,15,24,27
1020 DATA 26,27,27,6,18,31,20,33,31,10,19,6,12,29
1030 DATA 6,12,14,12,16,23,12,25,27,12,16,23,16,18
1040 DATA 21,22,12,14,27,16,23,27,25,27,27,10,19
1050 DATA 33,21,29,33
```

Atari/*Renegade Robot I*

```
10 OPEN #1,4,0,"K:"
20 GRAPHICS 0
30 PRINT CHR$(125);"DO YOU WANT TO USE THE <K>EYBOARD"
40 PRINT "OR THE <J>OYSTICK?"
50 GET #1,KB
60 IF KB<>ASC("J") AND KB<>ASC("K") THEN 50
70 KB=(KB=ASC("J"))
80 GRAPHICS 3
90 S=1000:HR=13:HC=19:F=0
100 POKE 752,1
110 COLOR 2:PLOT 19,9:PLOT 20,9
120 COLOR 3
130 FOR X=1 TO 24
140 READ A,B,C
150 FOR Y=A TO B
```

```
160 IF X<=12 THEN PLOT C,Y:GOTO 180
170 PLOT Y,C
180 NEXT Y:NEXT X
190 H1=INT(RND(0)*22)
200 H2=INT(RND(0)*7)+33*(RND(0)>0.5)
210 POKE 656,1:POKE 657,19
220 PRINT S;" ";
230 S=S-1
240 IF KB=0 THEN 280
250 J=STICK(0)
260 R0=H1+(J=5 OR J=9 OR J=13)-(J=6 OR J=10 OR J=14)
270 C0=H2+(J>=5 AND J<=7)-(J>=9 AND J<=11):GOTO 310
280 J=PEEK(764):POKE 764,255
290 R0=H1+(J=32 OR J=34 OR J=37)-(J=8 OR J=11 OR J=13)
300 C0=H2+(J=0 OR J=8 OR J=34)-(J=1 OR J=11 OR J=37)
310 R0=R0-(R0>19)+(R0<0)
320 C0=C0-(C0>39)+(C0<0)
330 LOCATE C0,R0,SC
340 IF SC=3 THEN R0=H1:C0=H2:GOTO 390
350 COLOR 4:PLOT H2,H1
360 COLOR 2:PLOT C0,R0
370 H1=R0:H2=C0
380 IF R0=9 AND (C0=19 OR C0=20) THEN 520
390 RA=HR+(R0>HR)-(R0<HR):CA=HC+(C0>HC)-(C0<HC)
400 RA=RA-(RA>19)+(RA<0):CA=CA-(CA>39)+(CA<0)
410 LOCATE CA,RA,CH
420 IF CH<>3 AND (RA<>9 OR CA<>19 AND CA<>20) THEN 470
430 D=2*INT(RND(0)*2)-1
440 IF F THEN RA=HR+D:CA=HC:GOTO 460
450 CA=HC+D:RA=HR
460 F= NOT F:GOTO 400
470 COLOR 4:PLOT HC,HR
480 COLOR 1:PLOT CA,RA
490 HR=RA:HC=CA
500 IF CA=C0 AND RA=R0 THEN 600
510 GOTO 210
520 GRAPHICS 0
530 IF S>HS THEN HS=S
540 FOR T=1 TO 75
550 PRINT "YOU DID IT! ";
560 SOUND 0,T,10,8
570 NEXT T
580 PRINT CHR$(125);"YOUR SCORE IS ";S;"."
590 GOTO 630
600 GRAPHICS 0
610 SOUND 0,123,10,10
620 PRINT "SORRY, YOU WERE CAUGHT!"
630 PRINT "THE HIGH SCORE IS ";HS;"."
640 PRINT "PRESS <RETURN> TO PLAY AGAIN."
650 SOUND 0,0,0,0
660 GET #1,K:IF K<>155 THEN 660
670 RESTORE :GOTO 80
1000 DATA 1,8,7,10,18,7,5,6,11,8,11,11,13,14,11,8,11
1010 DATA 16,8,11,23,5,6,28,8,11,28,13,14,28,1,8,32
1020 DATA 10,18,32,9,19,1,21,30,1,12,13,5,15,24,5
1030 DATA 26,27,5,17,22,8,18,21,11,12,13,14,15,24,14
1040 DATA 26,27,14,9,19,18,21,30,18
```

Commodore 64/*Renegade Robot I*

```
10 FOR X=54272 TO 54296:POKE X,0
20 R$=R$+CHR$(17):NEXT X
30 PRINT CHR$(147);CHR$(5);"DO YOU WANT TO USE THE <K>EYBOARD"
40 PRINT "OR THE <J>OYSTICK?";
50 GET KB$
60 IF KB$<>"K" AND KB$<>"J" THEN 50
70 KB=(KB$="J")
80 PRINT CHR$(147);
90 SC=1024:CL=55296:S=1000:HR=12:HC=15:F=0
100 POKE 54296,15:POKE 54278,241:POKE 53280,13
110 POKE 53281,11:POKE 1484,102:POKE 55756,7
120 FOR X=1 TO 24
130 READ A,B,C
140 FOR Y=A TO B
150 IF X<=12 THEN POKE SC+C+40*Y,160:POKE CL+C+40*Y,14:GOTO 170
160 POKE SC+Y+40*C,160:POKE CL+Y+40*C,14
170 NEXT Y:NEXT X
180 H1=INT(RND(1)*22)
190 H2=INT(RND(1)*7)-34*(RND(1)>.5)
200 PRINT CHR$(19);LEFT$(R$,23);TAB(18);STR$(S);" ";
210 S=S-1
220 IF KB=0 THEN 260
230 J=15-(PEEK(56321) AND 15)
240 R0=H1-(J=2 OR J=6 OR J=10)+(J=1 OR J=5 OR J=9)
250 C0=H2-(J>=8 AND J<=10)+(J>=4 AND J<=6):GOTO 300
260 GET J$:IF J$="" THEN J=0:GOTO 280
270 J=ASC(J$)
280 R0=H1-(J=44 OR J=46 OR J=77)+(J=73 OR J=79 OR J=85)
290 C0=H2-(J=46 OR J=76 OR J=79)+(J=74 OR J=77 OR J=85)
300 R0=R0+(R0>22)-(R0<0):C0=C0+(C0>39)-(C0<0)
310 IF PEEK(SC+C0+40*R0)=160 THEN R0=H1:C0=H2:GOTO 360
320 POKE SC+H2+40*H1,42:POKE CL+H2+40*H1,11
330 POKE SC+C0+40*R0,42:POKE CL+C0+40*R0,7
340 H1=R0:H2=C0
350 IF C0=20 AND R0=11 THEN 490
360 RA=HR-(R0>HR)+(R0<HR):CA=HC-(C0>HC)+(C0<HC)
370 RA=RA+(RA>22)-(RA<0):CA=CA+(CA>39)-(CA<0)
380 CH=PEEK(SC+CA+40*RA)
390 IF CH<>160 AND CH<>102 THEN 440
400 D=2*INT(RND(1)*2)-1
410 IF F THEN RA=HR+D:CA=HC:GOTO 430
420 CA=HC+D:RA=HR
430 F=NOT F:GOTO 370
440 POKE SC+HC+40*HR,87:POKE CL+HC+40*HR,11
450 POKE SC+CA+40*RA,87:POKE CL+CA+40*RA,8
460 HR=RA:HC=CA
470 IF CA=C0 AND RA=R0 THEN 590
480 GOTO 200
490 PRINT CHR$(147);
500 IF S>HS THEN HS=S
510 POKE 54276,33
520 FOR T=100 TO 1 STEP -1
530 PRINT "YOU DID IT! ";
540 POKE 54273,T
550 POKE 54272,T+50
560 NEXT T
570 PRINT CHR$(147);"YOUR SCORE IS";S;CHR$(157);"."
```

```
580 GOTO 620
590 PRINT CHR$(147);
600 POKE 54272,135:POKE 54273,17:POKE 54276,33
610 PRINT "SORRY, YOU WERE CAUGHT!"
620 PRINT "THE HIGH SCORE IS";HS;CHR$(157);"."
630 PRINT "PRESS <RETURN> TO PLAY AGAIN.";
640 POKE 54276,0
650 GET K$:IF K$<>CHR$(13) THEN 650
660 RESTORE:GOTO 80
1000 DATA 3,10,7,12,20,7,7,8,11,10,13,11,15,16,11
1010 DATA 10,13,17,10,13,23,7,8,28,10,13,28,15,16,28
1020 DATA 3,10,32,12,20,32,9,19,3,21,30,3,11,14
1030 DATA 7,16,24,7,26,28,7,17,23,10,19,21,13,11
1040 DATA 14,16,16,24,16,26,28,16,9,19,20,21,30,20
```

IBM PC w/Color Graphics Adapter & IBM PC*jr*/*Renegade Robot I*

```
10 DEF SEG=0:KEY OFF:WIDTH 40
20 SCREEN 0,1:LOCATE ,,0
30 CLS:COLOR 7:RANDOMIZE:CLS
40 PRINT "DO YOU WANT TO USE THE <K>EYBOARD"
50 PRINT "OR THE <J>OYSTICK?"
60 KB$=INKEY$
70 IF KB$<>"J" AND KB$<>"K" THEN 60 ELSE KB=(KB$="J")
80 CLS
90 S=1000:HR=13:HC=19:F=0
100 COLOR 3:LOCATE 10,19:PRINT CHR$(219);CHR$(219)
110 COLOR 2
120 FOR X=1 TO 24
130 READ A,B,C
140 FOR Y=A TO B
150 IF X<=12 THEN LOCATE Y,C ELSE LOCATE C,Y
160 PRINT CHR$(219);
170 NEXT Y:NEXT X
180 H1=INT(RND*22)+1
190 H2=INT(RND*6)+1-32*(RND>.5)
200 COLOR 2:LOCATE 23,18:PRINT S;" ";
210 S=S-1
220 IF KB=0 THEN 270
230 J0=STICK(0)
240 J1=STICK(1)
250 R0=H1+(J1<35)-(J1>50)
260 C0=H2+(J0<50)-(J0>65):GOTO 310
270 J$=INKEY$:IF J$="" THEN J=0:GOTO 290
280 J=ASC(J$):POKE 1050,PEEK(1052)
290 R0=H1-(J=44 OR J=46 OR J=77)+(J=73 OR J=79 OR J=85)
300 C0=H2-(J=46 OR J=76 OR J=79)+(J=74 OR J=77 OR J=85)
310 R0=R0+(R0>22)-(R0<1)
320 C0=C0+(C0>40)-(C0<1)
330 SC=SCREEN(R0,C0,1) MOD 16
340 IF SC=2 THEN R0=H1:C0=H2:GOTO 390
350 COLOR 0:LOCATE H1,H2:PRINT CHR$(2);
360 COLOR 4:LOCATE R0,C0:PRINT CHR$(2);
370 H1=R0:H2=C0
380 IF R0=10 AND (C0=19 OR C0=20) THEN 520
390 RA=HR-(R0>HR)+(R0<HR)
400 CA=HC-(C0>HC)+(C0<HC)
410 RA=RA+(RA>22)-(RA<1)
```

```
420 CA=CA+(CA>40)-(CA<1)
430 CH=SCREEN(RA,CA,1) MOD 16
440 IF CH<>2 AND CH<>3 THEN 480
450 D=2*INT(RND*2)-1
460 IF F THEN RA=HR+D:CA=HC ELSE CA=HC+D:RA=HR
470 F=NOT F:GOTO 410
480 COLOR 0:LOCATE HR,HC:PRINT CHR$(15);
490 COLOR 6:LOCATE RA,CA:PRINT CHR$(15);
500 HR=RA:HC=CA
510 IF CA=CO AND RA=RO THEN 620 ELSE 200
520 CLS
530 COLOR 7
540 IF S>HS THEN HS=S
550 FOR T=1 TO 75
560 PRINT "YOU DID IT! ";
570 SOUND 440+(T*2),1
580 NEXT T
590 CLS
600 PRINT "YOUR SCORE IS";S;CHR$(29);"."
610 GOTO 650
620 CLS
630 COLOR 7:SOUND 440,5
640 PRINT "SORRY, YOU WERE CAUGHT!"
650 PRINT "THE HIGH SCORE IS";HS;CHR$(29);"."
660 PRINT "PRESS <ENTER> TO PLAY AGAIN.";
670 IF INKEY$<>CHR$(13) THEN 670 ELSE RESTORE:GOTO 80
1000 DATA 2,9,7,11,19,7,6,7,11,9,12,11,14,15,11,9,12
1010 DATA 16,9,12,23,6,7,28,9,12,28,14,15,28,2,9,32
1020 DATA 11,19,32,9,19,2,21,30,2,12,13,6,15,24,6
1030 DATA 26,27,6,17,22,9,18,21,12,12,13,15,15,24,15
1040 DATA 26,27,15,9,19,19,21,30,19
```

TRS-80 Color Computer/*Renegade Robot I*

```
10 CLS
20 PRINT "DO YOU WANT TO USE THE"
30 PRINT "<K>EYBOARD OR THE <J>OYSTICK?";
40 KB$=INKEY$
50 IF KB$<>"K" AND KB$<>"J" THEN 40 ELSE KB=(KB$="J")
60 CLS
70 SC=1024:S=1000:HR=11:HC=12:F=0
80 FOR X=15 TO 17
90 PRINT@X+192,CHR$(154);
100 NEXT X
110 FOR X=1 TO 18
120 READ A,B,C
130 FOR Y=A TO B
140 IF X<=8 THEN PRINT @C+32*Y,CHR$(175);:GOTO 160
150 PRINT@Y+32*C,CHR$(175);
160 NEXT Y:NEXT X
170 H1=RND(16)-1
180 H2=RND(5)-1-27*(RND(0)>.5)
190 PRINT@493,S;" ";
200 S=S-1
210 IF KB=0 THEN 260
220 J0=JOYSTK(0)
230 J1=JOYSTK(1)
240 RO=H1+(J1<20)-(J1>43)
```

```
25Ø CO=H2+(JO<2Ø)-(JO>43):GOTO 31Ø
26Ø FOR Q=1 TO 2ØØ:J$=INKEY$:IF J$="" THEN NEXT Q
27Ø IF J$="" THEN J=Ø:GOTO 29Ø
28Ø J=ASC(J$)
29Ø RO=H1-(J=44 OR J=46 OR J=77)+(J=73 OR J=79 OR J=85)
3ØØ CO=H2-(J=46 OR J=76 OR J=79)+(J=74 OR J=77 OR J=85)
31Ø RO=RO+(RO>14)-(RO<Ø)
32Ø CO=CO+(CO>31)-(CO<Ø)
33Ø IF PEEK(SC+CO+32*RO)=175 THEN RO=H1:CO=H2:GOTO 38Ø
34Ø PRINT@H2+32*H1,CHR$(143);
35Ø PRINT@CO+32*RO,CHR$(159);
36Ø H1=RO:H2=CO
37Ø IF RO=6 AND (CO>=15 AND CO<=17) THEN 51Ø
38Ø RA=HR-(RO>HR)+(RO<HR)
39Ø CA=HC-(CO>HC)+(CO<HC)
4ØØ RA=RA+(RA>14)-(RA<Ø)
41Ø CA=CA+(CA>31)-(CA<Ø)
42Ø CH=PEEK(SC+CA+32*RA)
43Ø IF CH<>175 AND CH<>154 THEN 47Ø
44Ø D=2*INT(RND(Ø)*2)-1
45Ø IF F THEN RA=HR+D:CA=HC ELSE CA=HC+D:RA=HR
46Ø F=NOT F:GOTO 4ØØ
47Ø PRINT@HC+32*HR,CHR$(143);
48Ø PRINT@CA+32*RA,CHR$(189);
49Ø HR=RA:HC=CA
5ØØ IF CA=CO AND RA=RO THEN 6ØØ ELSE 19Ø
51Ø CLS
52Ø IF S>HS THEN HS=S
53Ø FOR T=21Ø TO 245
54Ø PRINT "YOU DID IT! ";
55Ø SOUND T,1
56Ø NEXT T
57Ø CLS
58Ø PRINT "YOUR SCORE IS";STR$(S);"."
59Ø GOTO 63Ø
6ØØ CLS
61Ø SOUND 5,5
62Ø PRINT "SORRY, YOU WERE CAUGHT!"
63Ø PRINT "THE HIGH SCORE IS";STR$(HS);"."
64Ø PRINT "PRESS <ENTER> TO PLAY AGAIN."
65Ø IF INKEY$<>CHR$(13) THEN 65Ø ELSE RESTORE:GOTO 6Ø
1ØØØ DATA 2,3,5,5,9,5,11,12,5,5,9,1Ø
1Ø1Ø DATA 5,9,22,2,3,26,5,9,26,11,12,26
1Ø2Ø DATA 6,7,2,9,15,2,17,22,2,24,26,2
1Ø3Ø DATA 1Ø,22,5,12,2Ø,9,6,7,12,9,15,12
1Ø4Ø DATA 17,22,12,24,25,12
```

TRS-80 Model III/*Renegade Robot I*

```
1Ø RANDOM:CLS
2Ø SC=15360:S=1ØØØ:HR=1Ø:HC=32:F=Ø
3Ø FOR X=3Ø TO 33
4Ø PRINT @X+448,CHR$(149);
5Ø NEXT X
6Ø FOR X=1 TO 2Ø
7Ø READ A,B,C
8Ø FOR Y=A TO B
9Ø IF X<=8 THEN PRINT@C+64*Y,CHR$(191);:GOTO 11Ø
```

```
100 PRINT@Y+64*C,CHR$(191);
110 NEXT Y:NEXT X
120 H1=RND(16)-1
130 H2=RND(10)-1-54*(RND(0)>.5)
140 PRINT @990,S;" ";
150 S=S-1
160 J$=INKEY$
170 IF J$="" THEN J=0:GOTO 190
180 J=ASC(J$)
190 R0=H1-(J=44 OR J=46 OR J=77)+(J=73 OR J=79 OR J=85)
200 C0=H2-(J=46 OR J=76 OR J=79)+(J=74 OR J=77 OR J=85)
210 R0=R0+(R0>15)-(R0<0)
220 C0=C0+(C0>63)-(C0<0)
230 IF PEEK(SC+C0+64*R0)=191 THEN R0=H1:C0=H2:GOTO 280
240 PRINT@H2+64*H1,CHR$(128);
250 PRINT@C0+64*R0,CHR$(183);
260 H1=R0:H2=C0
270 IF R0=7 AND (C0>=30 AND C0<=33) THEN 410
280 RA=HR-(R0>HR)+(R0<HR)
290 CA=HC-(C0>HC)+(C0<HC)
300 RA=RA+(RA>15)-(RA<0)
310 CA=CA+(CA>63)-(CA<0)
320 CH=PEEK(SC+CA+64*RA)
330 IF CH<>149 AND CH<>191 THEN 370
340 D=2*INT(RND(0)*2)-1
350 IF F THEN RA=HR+D:CA=HC ELSE CA=HC+D:RA=HR
360 F=NOT F:GOTO 300
370 PRINT@HC+64*HR,CHR$(128);
380 PRINT@CA+64*RA,CHR$(190);
390 HR=RA:HC=CA
400 IF CA=C0 AND RA=R0 THEN 490 ELSE 140
410 CLS
420 IF S>HS THEN HS=S
430 FOR T=1 TO 150
440 PRINT "YOU DID IT! ";
450 NEXT T
460 CLS
470 PRINT "YOUR SCORE IS";STR$(HS);"."
480 GOTO 510
490 CLS
500 PRINT "SORRY, YOU WERE CAUGHT!"
510 PRINT "THE HIGH SCORE IS";STR$(HS);"."
520 PRINT "PRESS <ENTER> TO PLAY AGAIN."
530 IF INKEY$<>CHR$(13) THEN 530
540 RESTORE:GOTO 10
1000 DATA 2,6,10,8,13,10,6,9,14,6,9,21,6,9,42
1010 DATA 6,9,49,2,6,53,8,13,53,12,30,2,32,51,2
1020 DATA 14,17,4,19,44,4,46,49,4,21,42,6,25,38,9
1030 DATA 14,17,11,19,44,11,46,49,11,12,30,13,32
1040 DATA 51,13,149,170,282,293,735,853,873
```

RENEGADE ROBOT II

The underground parking lot where you work seems just a little *too* quiet. Of course, you're still a bit edgy after your narrow escape from the *Renegade Robot*, and now . . . you have the creepy feeling that you're being watched.

Suddenly, the smell of hot machine oil and the hum of metal wheels confirm your worst suspicions: The renegade robot is back, and it's time for you to *get lost*! But luck's *really* running against you this time—the doors of the parking lot all seem to be locked!

Don't give up hope. One of the doors may still be open. There are six doors around the perimeter of the lot, and you may have to try all of them to find out which one offers you an escape. Jiggling door handles and keeping clear of the renegade robot's steel pincers, however, isn't going to be easy.

You can escape in *Renegade Robot II* using your joystick (port 1) or your keyboard. Use the "U" (up left), "I" (up), "O" (up right), "J" (left), "L" (right), "M" (down), and period (down right) keys to move. To make things more interesting, the longer you remain in the lot (and out of the robot's clutches), the more points you'll gain. Since the robot always heads more or less towards your position, you may be able to use the parked cars to trap him—but watch out! He's smarter than he looks and may do something unpredictable at any time!

ADAM/*Renegade Robot II*

```
10 DIM dr(6,2):rv = .5
20 FOR i = 1 TO 9:bl$ = bl$+CHR$(32):NEXT i
30 FOR i = 1 TO 6:READ dr(i,1),dr(i,2):NEXT i
40 HOME:PRINT TAB(8);"RENEGADE ROBOT II"
50 VTAB 5:PRINT "  PRESS LEFT TRIGGER TO BEGIN."
60 IF PDL(7) <> 1 THEN c = RND(1):GOTO 60
70 HOME:GR:COLOR= 9
80 HLIN 0,39 AT 0:HLIN 0,39 AT 1
90 HLIN 0,39 AT 38:HLIN 0,39 AT 39
100 VLIN 2,37 AT 0:VLIN 2,37 AT 1
110 VLIN 2,37 AT 38:VLIN 2,37 AT 39:COLOR= 8
120 FOR i = 1 TO 6:PLOT dr(i,1),dr(i,2):NEXT i
130 FOR i = 3 TO 35 STEP 2:FOR j = 3 TO 36
140 IF RND(1) > rv THEN COLOR= INT(RND(1)*7)+1:PLOT j,i
150 NEXT j,i
160 VTAB 21:HTAB 11:PRINT "SCORE:"
170 px = INT(RND(1)*10)+2:py = (INT(RND(1)*18)+1)*2
180 rx = INT(RND(1)*10)+26:ry = (INT(RND(1)*18)+1)*2
190 sc = 0:do = INT(RND(1)*6)+1:ts = RND(1)*500+500
200 COLOR= 15:PLOT px,py
210 COLOR= 11:PLOT rx,ry
220 j = PDL(5)
230 nx = px+(j = 2 OR j = 3 OR j = 6)-(j > 6)
240 ny = py+(j = 4 OR j = 6 OR j = 12)-(j = 1 OR j = 3 OR j = 9)
250 IF px = nx AND py = ny THEN 380
260 IF nx < 1 OR nx > 38 OR ny < 1 OR ny > 38 THEN 490
270 p = SCRN(nx,ny):IF p = 0 THEN 320
```

```
280 IF p <> 8 THEN 380
290 VTAB 22:HTAB 1
300 IF nx <> dr(do,1) OR ny <> dr(do,2) THEN PRINT "LOCKED!":GOTO 360
310 PRINT "UNLOCKED!"
320 COLOR= 8*(px = dr(do,1) AND py = dr(do,2))
330 PLOT px,py
340 COLOR= 15:PLOT nx,ny:px = nx:py = ny
350 IF p <> 8 THEN 380
360 FOR d = 1 TO 200:NEXT d
370 VTAB 22:HTAB 1:PRINT SPC(9)
380 IF sc < ts THEN 480
390 qx = rx+SGN(px-rx):qy = ry+SGN(py-ry):f = 1
400 p = SCRN(qx,qy):IF p = 0 OR p = 15 THEN 450
410 d = 2*INT(RND(1)*2)-1
420 IF f THEN qx = rx+d:qy = ry:GOTO 440
430 qy = ry+d:qx = rx
440 f = NOT f:GOTO 400
450 COLOR= 0:PLOT rx,ry:COLOR= 11:PLOT qx,qy
460 IF p = 15 THEN 520
470 rx = qx:ry = qy
480 sc = sc+10:HTAB 17:VTAB 21:PRINT sc:GOTO 220
490 TEXT:HOME:FOR i = 1 TO 7
500 PRINT CHR$(7);:FOR d = 1 TO 50:NEXT d,i
510 PRINT "YOU ESCAPED!":GOTO 540
520 TEXT:HOME:PRINT CHR$(7);
530 PRINT "SORRY, YOU WERE CAUGHT!"
540 PRINT:PRINT "YOUR SCORE WAS ";sc
550 IF sc > hs THEN hs = sc
560 PRINT:PRINT "THE HIGH SCORE IS ";hs
570 PRINT:PRINT "PRESS LEFT TRIGGER TO PLAY AGAIN"
580 PRINT "OR RIGHT TRIGGER TO QUIT."
590 IF PDL(7) = 1 THEN 70
600 IF PDL(9) <> 1 THEN 590
610 END
1000 DATA 20,1,38,12,38,26,20,38,1,12,1,26
```

Apple/*Renegade Robot II*

```
10 DIM DR(6,2):RV = 0.5
20 FOR I = 1 TO 6:READ DR(I,1),DR(I,2):NEXT I
30 HOME:PRINT TAB(11);"RENEGADE ROBOT II"
40 VTAB 5:PRINT TAB(9);"PRESS ANY KEY TO BEGIN."
50 POKE -16368,0
60 IF PEEK(-16384) < 128 THEN Q = RND(1):GOTO 60
70 POKE -16368,0
80 PRINT:PRINT TAB(8);"DO YOU WANT TO USE THE"
90 PRINT TAB(4);"<K>EYBOARD OR THE <J>OYSTICK?";
100 GET K$:IF K$ <> "K" AND K$ <> "J" THEN 100
110 KF = (K$ = "K")
120 HOME:GR:COLOR= 9
130 HLIN 0,39 AT 0:HLIN 0,39 AT 1
140 HLIN 0,39 AT 38:HLIN 0,39 AT 39
150 VLIN 2,37 AT 0:VLIN 2,37 AT 1
160 VLIN 2,37 AT 38:VLIN 2,37 AT 39
170 COLOR= 8
180 FOR I = 1 TO 6:PLOT DR(I,1),DR(I,2):NEXT I
190 FOR I = 3 TO 35 STEP 2:FOR J = 3 TO 36
```

```
200 IF RND(1) > RV THEN COLOR= INT(RND(1)*7)+1:PLOT J,I
210 NEXT J,I
220 VTAB 21:HTAB 16:PRINT "SCORE:"
230 PX = INT(RND(1)*11)+2:PY = (INT(RND(1)*18)+1)*2
240 RX = INT(RND(1)*11)+27:RY = (INT(RND(1)*18)+1)*2
250 SC = 0:DO = INT(RND(1)*6)+1:TS = RND(1)*500+500
260 COLOR= 15:PLOT PX,PY
270 COLOR= 11:PLOT RX,RY
280 IF KF THEN 310
290 NY = PY+(PDL(1) > 192)-(PDL(1) < 64)
300 NX = PX+(PDL(0) > 192)-(PDL(0) < 64):GOTO 350
310 K = PEEK(-16384)-128
320 POKE -16368,0
330 NY = PY+(K = 44 OR K = 46 OR K = 77)-(K = 73 OR K = 79 OR K = 85)
340 NX = PX+(K = 46 OR K = 76 OR K = 79)-(K = 74 OR K = 77 OR K = 85)
350 IF PX = NX AND PY = NY THEN 470
360 IF NX < 1 OR NX > 38 OR NY < 1 OR NY > 38 THEN 580
370 P = SCRN(NX,NY):IF P = 0 THEN 420
380 IF P <> 8 THEN 470
390 VTAB 21:HTAB 1
400 IF NX <> DR(DO,1) OR NY <> DR(DO,2) THEN PRINT "LOCKED!":GOTO 450
410 PRINT "UNLOCKED!"
420 COLOR= 8*(PX = DR(DO,1) AND PY = DR(DO,2))
430 PLOT PX,PY:COLOR= 15:PLOT NX,NY:PX = NX:PY = NY
440 IF P <> 8 THEN 470
450 FOR D = 1 TO 200:NEXT D
460 VTAB 21:HTAB 1:PRINT SPC(9)
470 IF SC < TS THEN 570
480 QX = RX+SGN(PX-RX):QY = RY+SGN(PY-RY):F = 1
490 P = SCRN(QX,QY):IF P = 0 OR P = 15 THEN 540
500 D = 2*INT(RND(1)*2)-1
510 IF F THEN QX = RX+D:QY = RY:GOTO 530
520 QY = RY+D:QX = RX
530 F = NOT F:GOTO 490
540 COLOR= 0:PLOT RX,RY:COLOR= 11:PLOT QX,QY
550 IF P = 15 THEN 600
560 RX = QX:RY = QY
570 SC = SC+10:VTAB 21:HTAB 23:PRINT SC:GOTO 280
580 FOR D = 1 TO 50:A = PEEK(-16336):NEXT D
590 TEXT:HOME:PRINT:PRINT "YOU ESCAPED!":GOTO 620
600 TEXT:HOME:PRINT CHR$(7)
610 PRINT:PRINT "SORRY, YOU WERE CAUGHT!"
620 PRINT:PRINT "YOUR SCORE WAS ";SC
630 IF SC > HS THEN HS = SC
640 PRINT:PRINT "THE HIGH SCORE IS ";HS:PRINT
650 PRINT "PRESS <P> OR FIRE BUTTON TO PLAY AGAIN"
660 PRINT "OR <Q> TO QUIT.":POKE -16368,0
670 K = PEEK(-16384)-128
680 IF K = 80 OR PEEK(-16286) > 127 THEN 120
690 IF K <> 81 THEN 670
700 HOME:END
1000 DATA 20,1,38,12,38,26,20,38,1,12,1,26
```

Atari/*Renegade Robot II*

```
10 DIM DR(6,2),BL$(9),BR$(38):RV=0.5
20 OPEN #1,4,0,"K:":OPEN #6,12,0,"S:"
30 BL$=" ":BL$(9)=BL$:BL$(2)=BL$
```

```
40 BR$=CHR$(160):BR$(38)=BR$:BR$(2)=BR$
50 FOR I=1 TO 6:READ A,B:DR(I,1)=A:DR(I,2)=B:NEXT I
60 PRINT CHR$(125):POSITION 11,0
70 PRINT "RENEGADE ROBOT II"
80 POSITION 3,5
90 PRINT "DO YOU WANT TO USE THE <K>EYBOARD"
100 POSITION 10,6:PRINT "OR THE <J>OYSTICK?";
110 GET #1,K:IF K<>ASC("K") AND K<>ASC("J") THEN 110
120 KF=(K=ASC("K"))
130 PRINT CHR$(125);:POKE 82,0
140 POKE 752,1:SETCOLOR 1,0,15:SETCOLOR 2,0,0
150 POSITION 1,0:PRINT BR$:POSITION 1,1:PRINT BR$
160 FOR I=2 TO 20
170 POSITION 1,I:PRINT CHR$(160)
180 POSITION 38,I:PRINT CHR$(160)
190 NEXT I
200 POSITION 1,21:PRINT BR$:POSITION 1,22:PRINT BR$
210 FOR I=1 TO 6:POSITION DR(I,1),DR(I,2)
220 PRINT CHR$(35):NEXT I
230 FOR I=3 TO 19 STEP 2:FOR J=3 TO 36
240 IF RND(0)>RV THEN POSITION J,I:PRINT CHR$(219)
250 NEXT J:NEXT I:POSITION 15,23:PRINT "SCORE: 0";
260 PX=INT(RND(0)*9)+2:PY=(INT(RND(0)*10)+1)*2
270 RX=INT(RND(0)*9)+28:RY=(INT(RND(0)*10)+1)*2
280 SC=0:DO=INT(RND(0)*6)+1:TS=RND(0)*500+500
290 POSITION PX,PY:PRINT CHR$(27);CHR$(27)
300 POSITION RX,RY:PRINT CHR$(16)
310 IF KF THEN 360
320 J=STICK(0)
330 NX=PX+(J>=5 AND J<=7)-(J>=9 AND J<=11)
340 NY=PY+(J=5 OR J=9 OR J=13)-(J=6 OR J=10 OR J=14)
350 GOTO 390
360 K=PEEK(764):POKE 764,255
370 NX=PX+(K=0 OR K=8 OR K=34)-(K=1 OR K=11 OR K=37)
380 NY=PY+(K=32 OR K=34 OR K=37)-(K=8 OR K=11 OR K=13)
390 IF PX=NX AND PY=NY THEN 520
400 IF NX=0 OR NX=39 OR NY=0 OR NY=22 THEN 650
410 LOCATE NX,NY,P:POSITION NX,NY:PUT #6,P
420 IF P=32 THEN 470
430 IF P<>35 THEN 520
440 POSITION 0,23
450 IF NX<>DR(DO,1) OR NY<>DR(DO,2) THEN PRINT "LOCKED!";:GOTO 510
460 PRINT "UNLOCKED!";
470 POSITION PX,PY
480 PRINT CHR$(32+3*(PX=DR(DO,1) AND PY=DR(DO,2)))
490 POSITION NX,NY:PRINT CHR$(27);CHR$(27):PX=NX:PY=NY
500 IF P<>35 THEN 520
510 FOR D=1 TO 100:NEXT D:POSITION 0,23:PRINT BL$;
520 IF SC<TS THEN 640
530 QX=RX+SGN(PX-RX):QY=RY+SGN(PY-RY):F=1
540 LOCATE QX,QY,P:POSITION QX,QY:PUT #6,P
550 IF P=27 OR P=32 THEN 600
560 D=2*INT(RND(0)*2)-1
570 IF F THEN QX=RX+D:QY=RY:GOTO 590
580 QY=RY+D:QX=RX
590 F= NOT F:GOTO 540
600 POSITION RX,RY:PRINT CHR$(32)
610 POSITION QX,QY:PRINT CHR$(16)
```

```
620 IF P=27 THEN 700
630 RX=QX:RY=QY
640 SC=SC+10:POSITION 22,23:PRINT SC;:GOTO 310
650 SOUND 0,121,10,10:SOUND 1,96,10,10
660 SOUND 2,81,10,10
670 FOR D=1 TO 200:NEXT D
680 FOR I=0 TO 2:SOUND I,0,0,0:NEXT I
690 PRINT CHR$(125):PRINT "YOU ESCAPED!":GOTO 730
700 SOUND 0,45,12,10:FOR D=1 TO 200:NEXT D
710 SOUND 0,0,0,0
720 PRINT CHR$(125):PRINT "SORRY, YOU WERE CAUGHT!"
730 PRINT :PRINT "YOUR SCORE IS ";SC;".":PRINT
740 IF SC>HS THEN HS=SC
750 PRINT "THE HIGH SCORE IS ";HS;".":PRINT :PRINT
760 PRINT "PRESS <P> OR THE FIRE BUTTON"
770 PRINT "TO PLAY AGAIN OR <Q> TO QUIT."
780 POKE 764,255
790 IF PEEK(764)=10 OR STRIG(0)=0 THEN POKE 764,255:GOTO 130
800 IF PEEK(764)<>47 THEN 790
810 POKE 82,2:POKE 764,255:PRINT CHR$(125);:END
1000 DATA 20,1,38,8,38,16,20,21,1,16,1,8
```

Commodore 64/*Renegade Robot II*

```
10 DIM DR(6,2):S=1024:C=55296:SD=54272:RV=0.5
20 BL$=CHR$(32):FOR I=1 TO 8:BL$=BL$+CHR$(32):NEXT I
30 FOR I=SD TO SD+23:POKE I,0:NEXT I
40 POKE SD+24,15:POKE SD+5,128:POKE SD+6,64
50 POKE 649,1:POKE 53280,12:POKE 53281,1
60 FOR I=1 TO 6:READ DR(I,1),DR(I,2):NEXT I
70 PRINT CHR$(147);TAB(11);CHR$(30);"RENEGADE ROBOT II"
80 PRINT:PRINT TAB(8);"PRESS ANY KEY TO BEGIN."
90 GET K$:IF K$="" THEN Q=RND(1):GOTO 90
100 PRINT
110 PRINT TAB(8);CHR$(28);"DO YOU WANT TO USE THE"
120 PRINT TAB(5);"<K>EYBOARD OR THE <J>OYSTICK?"
130 GET K$:IF K$<>"K" AND K$<>"J" THEN 130
140 KF=(K$="K")
150 PRINT CHR$(147):FOR I=0 TO 39
160 TB=S+I:BB=TB+920:LS=S+I*40:RS=LS+39
170 POKE TB,160:POKE TB+SD,2
180 POKE TB+40,160:POKE TB+SD+40,2
190 POKE BB,160:POKE BB+SD,2
200 POKE BB+40,160:POKE BB+SD+40,2
210 IF I>1 AND I<23 THEN POKE LS,160:POKE LS+SD,2:POKE RS,160:POKE RS+SD,2
220 NEXT I
230 FOR I=1 TO 6:P=DR(I,1)+DR(I,2)*40
240 POKE S+P,102:POKE C+P,0:NEXT I
250 FOR I=3 TO 21 STEP 2:FOR J=2 TO 37
260 IF RND(1)>RV THEN POKE S+J+I*40,160:POKE C+J+I*40,INT(RND(1)*13)+2
270 NEXT J,I
280 POKE 214,23:PRINT
290 PRINT TAB(15);CHR$(18);CHR$(28);"SCORE: 0";
300 PX=INT(RND(1)*10)+1:PY=(INT(RND(1)*10)+1)*2
310 RX=INT(RND(1)*10)+29:RY=(INT(RND(1)*10)+1)*2
320 SC=0:DO=INT(RND(1)*6)+1:TS=RND(1)*500+500
330 POKE S+PX+PY*40,81:POKE C+PX+PY*40,0
```

```
340 POKE S+RX+RY*40,90:POKE C+RX+RY*40,0
350 IF KF THEN 400
360 J=15-(PEEK(56321) AND 15)
370 NX=PX-(J>=8 AND J<=10)+(J>=4 AND J<=6)
380 NY=PY-(J=2 OR J=6 OR J=10)+(J=1 OR J=5 OR J=9)
390 GOTO 420
400 GET K$:NX=PX-(K$="O" OR K$="L" OR K$=".")+(K$="U" OR K$="J" OR K$="M")
410 NY=PY-(K$="M" OR K$="," OR K$=".")+(K$="U" OR K$="I" OR K$="O")
420 IF PX=NX AND PY=NY THEN 560
430 IF NX<0 OR NX>39 OR NY<1 OR NY>23 THEN 690
440 P=PEEK(S+NX+NY*40)
450 IF P=32 THEN 510
460 IF P<>102 THEN 560
470 POKE 214,23:PRINT
480 LF=(NX<>DR(DO,1) OR NY<>DR(DO,2))
490 IF LF THEN PRINT CHR$(18);"LOCKED!";:GOTO 540
500 PRINT CHR$(18);"UNLOCKED!";
510 POKE S+PX+PY*40,32-70*(PX=DR(DO,1) AND PY=DR(DO,2))
520 POKE S+NX+NY*40,81:POKE C+NX+NY*40,0:PX=NX:PY=NY
530 IF P<>102 THEN 560
540 FOR D=1 TO 200:NEXT D
550 POKE 214,23:PRINT:PRINT CHR$(18);BL$;
560 IF SC<TS THEN 670
570 QX=RX+SGN(PX-RX):QY=RY+SGN(PY-RY):F=-1
580 P=PEEK(S+QX+QY*40):IF P=81 OR P=32 THEN 630
590 D=2*INT(RND(1)*2)-1
600 IF F THEN QX=RX+D:QY=RY:GOTO 620
610 QY=RY+D:QX=RX
620 F=NOT F:GOTO 580
630 POKE S+RX+RY*40,32
640 POKE S+QX+QY*40,90:POKE C+QX+QY*40,0
650 IF P=81 THEN 740
660 RX=QX:RY=QY
670 SC=SC+10:POKE 214,23:PRINT
680 PRINT TAB(21);CHR$(18);SC;:GOTO 350
690 POKE SD+4,33:FOR I=1 TO 5:POKE SD+1,50
700 FOR D=1 TO 50:NEXT D:POKE SD+1,20
710 FOR D=1 TO 50:NEXT D:NEXT I:POKE SD+4,0
720 PRINT CHR$(147):PRINT:PRINT "YOU ESCAPED!"
730 GOTO 790
740 POKE SD+4,33:FOR I=1 TO 20
750 POKE SD,INT(RND(1)*2)+135
760 POKE SD+1,INT(RND(1)*2)+17:NEXT I:POKE SD+4,0
770 PRINT CHR$(147)
780 PRINT CHR$(31);"SORRY, YOU WERE CAUGHT!"
790 PRINT:PRINT CHR$(154);"YOUR SCORE WAS";SC
800 IF SC>HS THEN HS=SC
810 PRINT:PRINT "THE HIGH SCORE IS";HS:PRINT
820 PRINT "PRESS <P> OR FIRE BUTTON TO PLAY AGAIN"
830 PRINT "OR <Q> TO QUIT."
840 GET K$
850 IF K$="P" OR (PEEK(56321) AND 16)=0 THEN 150
860 IF K$<>"Q" THEN 840
870 PRINT CHR$(147);:END
1000 DATA 20,1,39,8,39,16,20,23,0,8,0,16
```

IBM PC w/Color Graphics Adapter & IBM PC*jr* w/Cartridge BASIC & 128K RAM/*Renegade Robot II*

```
9 REM *** MAKE SURE YOU'RE IN ALL-CAPS MODE ***
10 RANDOMIZE
20 DIM DR(6,2):RV=.5
30 WIDTH 40:KEY OFF:CLS:SCREEN 0,1:STRIG ON
40 FOR I=1 TO 6:READ DR(I,1),DR(I,2):NEXT I
50 CLS:COLOR 7:PRINT TAB(11);"RENEGADE ROBOT II"
60 LOCATE 5,8,0:PRINT "PRESS ANY KEY TO BEGIN."
70 IF INKEY$="" THEN Q=RND:GOTO 70
80 PRINT:PRINT TAB(8);"DO YOU WANT TO USE THE"
90 PRINT TAB(5);"<K>EYBOARD OR THE <J>OYSTICK?"
100 K$=INKEY$:IF K$<>"K" AND K$<>"J" THEN 100
110 KF=(K$="K")
120 CLS:COLOR 9:PRINT STRING$(80,219);
130 FOR I=1 TO 19
140 PRINT CHR$(219);SPC(38);CHR$(219);
150 NEXT I:PRINT STRING$(80,219);
160 COLOR 8:FOR I=1 TO 6
170 LOCATE DR(I,2),DR(I,1)
180 PRINT CHR$(178):NEXT I
190 FOR I=4 TO 20 STEP 2:FOR J=3 TO 38
200 IF RND>RV THEN COLOR INT(RND*7)+1:LOCATE I,J:PRINT CHR$(148)
210 NEXT J,I
220 LOCATE 23,16:COLOR 7:PRINT"SCORE: 0";
230 PX=INT(RND*11)+2:PY=(INT(RND*10)+1)*2+1
240 RX=INT(RND*11)+29:RY=(INT(RND*10)+1)*2+1
250 SC=0:DO=INT(RND*6)+1:TS=RND*500+500
260 COLOR 15:LOCATE PY,PX:PRINT CHR$(2)
270 COLOR 11:LOCATE RY,RX:PRINT CHR$(15)
280 IF KF THEN 320
290 J0=STICK(0):J1=STICK(1)
300 NX=PX-(J0>72)+(J0<24)
310 NY=PY-(J1>72)+(J1<24):GOTO 350
320 K$=INKEY$
330 NX=PX+(K$="U" OR K$="J" OR K$="M")-(K$="O" OR K$="L" OR K$=".")
340 NY=PY+(K$="U" OR K$="I" OR K$="O")-(K$="M" OR K$="," OR K$=".")
350 IF PX=NX AND PY=NY THEN 470
360 IF NX<1 OR NX>40 OR NY<2 OR NY>22 THEN 580
370 P=SCREEN(NY,NX):IF P=32 THEN 420
380 IF P<>178 THEN 470
390 LOCATE 24,1:COLOR 7
400 IF NX<>DR(DO,1) OR NY<>DR(DO,2) THEN PRINT "LOCKED!";:GOTO 460
410 PRINT "UNLOCKED!";
420 EH=(PX=DR(DO,1) AND PY=DR(DO,2)):COLOR -8*EH
430 LOCATE PY,PX:PRINT CHR$(32-146*EH)
440 COLOR 15:LOCATE NY,NX:PRINT CHR$(2):PX=NX:PY=NY
450 IF P<>178 THEN 470
460 FOR D=1 TO 200:NEXT D:LOCATE 24,1:PRINT SPC(9);
470 IF SC<TS THEN 570
480 QX=RX+SGN(PX-RX):QY=RY+SGN(PY-RY):F=-1
490 P=SCREEN(QY,QX):IF P=32 OR P=2 THEN 530
500 D=2*INT(RND*2)-1:IF F THEN QX=RX+D:QY=RY:GOTO 520
510 QY=RY+D:QX=RX
520 F=NOT F:GOTO 490
530 LOCATE RY,RX:PRINT CHR$(32)
540 COLOR 11:LOCATE QY,QX:PRINT CHR$(15)
```

```
55Ø IF P=2 THEN 61Ø
56Ø RX=QX:RY=QY
57Ø SC=SC+1Ø:LOCATE 23,22:COLOR 7:PRINT SC;:GOTO 28Ø
58Ø FOR S=1 TO 5
59Ø SOUND 523,1:SOUND 659,1:SOUND 784,1:NEXT S
6ØØ CLS:COLOR 7:PRINT:PRINT "YOU ESCAPED!":GOTO 64Ø
61Ø FOR I=1 TO 5
62Ø FOR J=8ØØ TO 4ØØ STEP -1Ø:SOUND J,.2:NEXT J,I
63Ø CLS:COLOR 7:PRINT:PRINT "SORRY, YOU WERE CAUGHT!"
64Ø PRINT:PRINT:PRINT "YOUR SCORE IS";SC
65Ø IF SC>HS THEN HS=SC
66Ø PRINT:PRINT "THE HIGH SCORE IS";HS
67Ø PRINT
68Ø PRINT "PRESS <P> OR FIRE BUTTON TO PLAY AGAIN"
69Ø PRINT "OR <Q> TO QUIT."
7ØØ K$=INKEY$
71Ø IF K$="P" OR STRIG(1)=-1 THEN 12Ø
72Ø IF K$<>"Q" THEN 7ØØ
73Ø CLS:COLOR 7:END
1ØØØ DATA 2Ø,2,4Ø,8,4Ø,16,2Ø,22,1,16,1,8
```

TRS-80 Color Computer/*Renegade Robot II*

```
1Ø DIM DR(6,2):S=1Ø24:RV=Ø.4
2Ø FOR I=1 TO 9:BL$=BL$+CHR$(128):NEXT I
3Ø FOR I=1 TO 6:READ DR(I,1),DR(I,2):NEXT I
4Ø CLS:PRINT TAB(7);"RENEGADE ROBOT II"
5Ø PRINT@68,"PRESS ANY KEY TO BEGIN."
6Ø IF INKEY$="" THEN Q=RND(1):GOTO 6Ø
7Ø PRINT:PRINT:PRINT TAB(4);"DO YOU WANT TO USE THE"
8Ø PRINT " <K>EYBOARD OR THE <J>OYSTICK?"
9Ø K$=INKEY$:IF K$<>"K" AND K$<>"J" THEN 9Ø
1ØØ KF=(K$="K")
11Ø CLS
12Ø FOR I=Ø TO 31:TB=S+I:BB=TB+448:LS=S+I*32:RS=LS+31
13Ø POKE TB,128
14Ø POKE BB,128:POKE BB+32,128
15Ø IF I>Ø AND I<14 THEN POKE LS,128:POKE RS,128
16Ø NEXT I
17Ø FOR I=1 TO 6:P=DR(I,1)+DR(I,2)*32
18Ø POKE S+P,255:NEXT I
19Ø FOR I=2 TO 12 STEP 2:FOR J=2 TO 28
2ØØ IF RND(1Ø)>RV*1Ø THEN POKE S+J+I*32,143+RND(6)*16
21Ø NEXT J,I:PRINT@491,"SCORE: Ø";
22Ø PX=RND(6):PY=RND(7)*2-1
23Ø RX=RND(6)+24:RY=RND(7)*2-1
24Ø SC=Ø:DO=RND(6):TS=RND(5ØØ)+5ØØ
25Ø POKE S+PX+PY*32,1Ø6
26Ø POKE S+RX+RY*32,79
27Ø IF KF THEN 31Ø
28Ø JØ=JOYSTK(Ø):J1=JOYSTK(1)
29Ø NX=PX+(JØ<2Ø)-(JØ>43)
3ØØ NY=PY+(J1<2Ø)-(J1>43):GOTO 34Ø
31Ø K$=INKEY$
32Ø NX=PX-(K$="O" OR K$="L" OR K$=".")+(K$="U" OR K$="J" OR K$="M")
33Ø NY=PY-(K$="M" OR K$="," OR K$=".")+(K$="U" OR K$="I" OR K$="O")
34Ø IF PX=NX AND PY=NY THEN 46Ø
```

```
350 IF NX<0 OR NX>31 OR NY<0 OR NY>14 THEN 570
360 P=PEEK(S+NX+NY*32)
370 IF P=96 THEN 420
380 IF P<>255 THEN 460
390 PRINT@481,"";
400 IF NX<>DR(DO,1) OR NY<>DR(DO,2) THEN PRINT "LOCKED!";:GOTO 450
410 PRINT "UNLOCKED!";
420 POKE S+PX+PY*32,96-159*(PX=DR(DO,1) AND PY=DR(DO,2))
430 POKE S+NX+NY*32,106:PX=NX:PY=NY
440 IF P<>255 THEN 460
450 FOR D=1 TO 200:NEXT D:PRINT@481,BL$;
460 IF SC<TS THEN 560
470 QX=RX+SGN(PX-RX):QY=RY+SGN(PY-RY):F=-1
480 P=PEEK(S+QX+QY*32):IF P=106 OR P=96 THEN 530
490 D=2*INT(RND(0)*2)-1
500 IF F THEN QX=RX+D:QY=RY:GOTO 520
510 QY=RY+D:QX=RX
520 F=NOT F:GOTO 480
530 POKE S+RX+RY*32,96:POKE S+QX+QY*32,79
540 IF P=106 THEN 590
550 RX=QX:RY=QY
560 SC=SC+10:PRINT@497,SC;:GOTO 270
570 FOR I=1 TO 40:SOUND I,1:NEXT I
580 CLS:PRINT "YOU ESCAPED!":GOTO 610
590 SOUND 127,10
600 CLS:PRINT:PRINT "SORRY, YOU WERE CAUGHT!"
610 PRINT:PRINT "YOUR SCORE WAS";SC
620 IF SC>HS THEN HS=SC
630 PRINT:PRINT "THE HIGH SCORE IS";HS
640 PRINT:PRINT "PRESS <P> OR FIRE BUTTON TO"
650 PRINT "PLAY AGAIN OR <Q> TO QUIT."
660 K$=INKEY$:IF K$="P" OR PEEK(65280)=254 THEN 110
670 IF K$="Q" THEN END ELSE 660
1000 DATA 16,0,31,3,31,11,16,14,0,3,0,11
```

TRS-80 Model III/*Renegade Robot II*

```
9 REM *** THIS VERSION USES KEYBOARD ONLY ***
10 RANDOM
20 DIM DR(6,2):S=15360:RV=0.5:PRINT CHR$(21);
30 FOR I=1 TO 6:READ DR(I,1),DR(I,2):NEXT I
40 CLS:PRINT TAB(25);"RENEGADE ROBOT II"
50 PRINT@342,"PRESS ANY KEY TO BEGIN."
60 IF INKEY$="" THEN Q=RND(0):GOTO 60
70 CLS:FOR I=0 TO 63
80 TB=S+I:BB=TB+896:LS=S+I*64:RS=LS+63
90 POKE TB,191:POKE TB+64,191
100 POKE BB,191:POKE BB+64,191
110 IF I>1 AND I<14 THEN POKE LS,191:POKE RS,191
120 NEXT I
130 FOR I=1 TO 6:P=DR(I,1)+DR(I,2)*64
140 POKE S+P,128:NEXT I
150 FOR I=3 TO 13 STEP 2:FOR J=2 TO 59
160 IF RND(10)>RV*10 THEN POKE S+J+I*64,7
170 NEXT J,I:PRINT @987,"SCORE: 0";
180 PRINT@864," ";
190 PX=RND(10)+1:PY=RND(6)*2
```

```
200 RX=RND(10)+52:RY=RND(6)*2
210 SC=0:DO=RND(6):TS=RND(500)+500
220 POKE S+PX+PY*64,253
230 POKE S+RX+RY*64,254
240 K$=INKEY$
250 NX=PX-(K$="O" OR K$="L" OR K$=".")+(K$="U" OR K$="J" OR K$="M")
260 NY=PY-(K$="M" OR K$="," OR K$=".")+(K$="U" OR K$="I" OR K$="O")
270 IF PX=NX AND PY=NY THEN 390
280 IF NX<0 OR NX>63 OR NY<1 OR NY>15 THEN 500
290 P=PEEK(S+NX+NY*64)
300 IF P=32 THEN 350
310 IF P<>128 THEN 390
320 PRINT @962,"";
330 IF NX<>DR(DO,1) OR NY<>DR(DO,2) THEN PRINT "LOCKED!";:GOTO 380
340 PRINT "UNLOCKED!";
350 POKE S+PX+PY*64,32-96*(PX=DR(DO,1) AND PY=DR(DO,2))
360 POKE S+NX+NY*64,253:PX=NX:PY=NY
370 IF P<>128 THEN 390
380 FOR D=1 TO 200:NEXT D:PRINT @962,STRING$(9,191);
390 IF SC<TS THEN 490
400 QX=RX+SGN(PX-RX):QY=RY+SGN(PY-RY):F=-1
410 P=PEEK(S+QX+QY*64):IF P=253 OR P=32 THEN 460
420 D=2*INT(RND(0)*2)-1
430 IF F THEN QX=RX+D:QY=RY:GOTO 450
440 QY=RY+D:QX=RX
450 F=NOT F:GOTO 410
460 POKE S+RX+RY*64,32:POKE S+QX+QY*64,254
470 IF P=253 THEN 510
480 RX=QX:RY=QY
490 SC=SC+10:PRINT @993,SC;:GOTO 240
500 CLS:PRINT:PRINT "YOU ESCAPED!":GOTO 520
510 CLS:PRINT:PRINT "SORRY, YOU WERE CAUGHT!"
520 PRINT:PRINT "YOUR SCORE WAS";SC
530 IF SC>HS THEN HS=SC
540 PRINT:PRINT "THE HIGH SCORE IS";HS
550 PRINT:PRINT "PRESS <P> TO PLAY AGAIN"
560 PRINT "OR <Q> TO QUIT."
570 K$=INKEY$:IF K$="P" THEN 70
580 IF K$="Q" THEN END ELSE 570
1000 DATA 32,1,63,4,63,12,32,14,0,4,0,12
```

POISON IVY

Poison Ivy is a game that helps you learn how to get out of a variety of sticky situations in a hurry. You are stuck in a poison ivy patch. The only way out is to go all the way off the right side of the screen before the blooming poison ivy traps you, making escape impossible. When you touch poison ivy, you lose. Each time you make it to the right side of the screen, the game restarts, becomes harder, and puts you at the left side of the screen. Use your joystick or keyboard to control your direction.

ADAM/*Poison Ivy*

```
10 HOME
20 PRINT TAB(8);"POISON IVY!"
30 PRINT
40 PRINT "Press any key to begin.";
50 GET k$
60 di = 175
70 GR
80 FOR t = 1 TO di:GOSUB 1000:NEXT t
90 co = 0:ro = 11
100 COLOR= 11:PLOT co,ro
110 xi = 0:yi = 0:GET k$:IF k$ = CHR$(3) THEN END
120 IF ASC(k$) = 160 THEN yi = -1:GOTO 160
130 IF ASC(k$) = 161 THEN xi = 1:GOTO 160
140 IF ASC(k$) = 162 THEN yi = 1:GOTO 160
150 IF ASC(k$) = 163 THEN xi = -1
160 ro = ro+yi:co = co+xi
170 ro = ro-(ro > 39)+(ro < 0)
180 co = co+(co < 0):IF co > 39 THEN 230
190 IF SCRN(co,ro) = 6 THEN 340
200 COLOR= 0:PLOT co-xi,ro-yi
210 x = x+1:IF x/6 = INT(x/6) THEN GOSUB 1000
220 GOTO 100
230 TEXT:HOME
240 FOR t = 1 TO 100
250 PRINT "YOU MADE IT!  ";
260 NEXT t
270 s = s+1:IF s > hs THEN hs = s
280 di = di+50
290 HOME
300 PRINT "Your score is: ";s
310 PRINT
320 PRINT "The high score is: ";hs
330 GOTO 410
340 TEXT:HOME
350 PRINT "YOU LOSE,"
360 PRINT "You have POISON IVY!"
370 PRINT
380 PRINT "Your final score is:  ";s
390 PRINT:s = 0
400 PRINT "The high score is: ";hs
410 PRINT
420 PRINT "Press <P> to play again, or"
430 PRINT "<Q> to quit."
```

```
440 GET g$:IF g$ = "q" OR g$ = "Q" THEN END
450 IF g$ <> "P" AND g$ <> "p" THEN 440
460 GOTO 70
1000 x = INT(RND(1)*39):y = INT(RND(1)*39)
1010 IF x < 2 AND y = 11 THEN 1000
1020 COLOR= 6:PLOT x,y
1030 RETURN
```

Apple/*Poison Ivy*

```
10 DIM KT$(7),XT(7),YT(7)
20 FOR I = 0 TO 7:READ KT$(I):NEXT I
30 FOR I = 0 TO 7:READ XT(I):NEXT I
40 FOR I = 0 TO 7:READ YT(I):NEXT I
50 HOME:DI = 175:S = 0
60 PRINT "ARE YOU USING A JOYSTICK (Y/N)?";
70 GET K$:J = (K$ = "Y")+(K$ <> "Y")*2
80 HOME:IF J = 1 THEN 170
90 PRINT "THE MOTION KEYS ARE:"
100 PRINT
110 PRINT TAB(8);"U  I  O"
120 PRINT TAB(8);"J     L"
130 PRINT TAB(8);"M  ,  ."
140 PRINT
150 PRINT "PRESS ANY KEY TO BEGIN.";
160 GET K$
170 GR:POKE -16302,0:CALL -1998
180 FOR T = 1 TO DI:GOSUB 1000:NEXT T
190 CO = 0:RO = 11
200 COLOR= 11:PLOT CO,RO
210 YI = 0:XI = 0:IF J = 2 THEN 270
220 IF PDL(1) < 64 THEN YI = -1:GOTO 240
230 IF PDL(1) > 192 THEN YI = 1
240 IF PDL(0) < 64 THEN XI = -1:GOTO 310
250 IF PDL(0) > 192 THEN XI = 1
260 GOTO 310
270 K = PEEK(-16384)-128:Z = RND(1):IF K < 0 THEN 270
280 POKE -16368,0:K$ = CHR$(K):FOR C = 0 TO 7
290 IF K$ = KT$(C) THEN YI = YT(C):XI = XT(C):C = 7
300 NEXT C
310 RO = RO+YI:CO = CO+XI
320 RO = RO-(RO > 47)+(RO < 0)
330 CO = CO+(CO < 0):IF CO > 39 THEN 380
340 IF SCRN(CO,RO) = 12 THEN 490
350 COLOR= 0:PLOT CO-XI,RO-YI
360 X = X+1:IF X/6 = INT(X/6) THEN GOSUB 1000
370 GOTO 200
380 TEXT:HOME
390 FOR T = 1 TO 100
400 PRINT "YOU MADE IT! ";
410 NEXT T
420 S = S+1:IF S > HS THEN HS = S
430 DI = DI+50
440 HOME
450 PRINT "YOUR SCORE IS: ";S
460 PRINT
470 PRINT "THE HIGH SCORE IS: ";HS
480 GOTO 550
```

```
490 TEXT:HOME
500 PRINT "YOU LOSE.  YOU HAVE POISON IVY!"
510 PRINT
520 PRINT "YOUR FINAL SCORE IS: ";S
530 PRINT:S = 0
540 PRINT "THE HIGH SCORE IS: ";HS
550 PRINT:POKE -16368,0
560 PRINT "PRESS ANY KEY TO PLAY AGAIN.";
570 GET K$:GOTO 170
1000 X = INT(RND(1)*39):Y = INT(RND(1)*47)
1010 IF X < 3 AND Y = 11 THEN 1000
1020 COLOR= 12:PLOT X,Y:RETURN
2000 DATA ",","."",L,O,I,U,J,M
2010 DATA 0,1,1,1,0,-1,-1,-1
2020 DATA 1,1,0,-1,-1,-1,0,1
```

Atari/*Poison Ivy*

```
10 DIM J(7),B(7),XT(7),YT(7)
20 OPEN #1,4,0,"K:"
30 GOTO 440
40 CO=0:RO=11:GOTO 60
50 COLOR 0:PLOT H1,H2
60 COLOR 1:PLOT CO,RO
70 H1=CO:H2=RO
80 XI=0:YI=0:IF J=1 THEN 120
90 JV=STICK(0):FOR L=0 TO 7
100 IF JV=J(L) THEN YI=YT(L):XI=XT(L):L=7
110 NEXT L:GOTO 160
120 POKE 764,255
130 K=PEEK(764):IF K=255 THEN 130
140 FOR L=0 TO 7:IF K=B(L) THEN YI=YT(L):XI=XT(L):L=7
150 NEXT L
160 RO=RO+YI:CO=CO+XI
170 RO=RO-(RO>23)+(RO<0)
180 CO=CO+(CO<0):IF CO>39 THEN 230
190 LOCATE CO,RO,C
200 IF C=2 THEN 340
210 Z=Z+1:IF Z/3=INT(Z/3) THEN GOSUB 1000
220 GOTO 50
230 GRAPHICS 0
240 FOR T=1 TO 100
250 PRINT "YOU MADE IT! ";
260 NEXT T
270 PRINT CHR$(125)
280 S=S+1:IF S>HS THEN HS=S
290 DI=DI+50
300 PRINT "YOUR SCORE IS: ";S
310 PRINT
320 PRINT "THE HIGH SCORE IS: ";HS
330 GOTO 400
340 GRAPHICS 0
350 PRINT "YOU HAVE POISON IVY!  YOU LOSE."
360 PRINT
370 PRINT "YOUR FINAL SCORE IS: ";S
380 S=0:PRINT
390 PRINT "THE HIGH SCORE IS: ";HS
400 PRINT
```

```
410 PRINT "PRESS <RETURN> TO PLAY AGAIN."
420 GET #1,K:IF K<>155 THEN 420
430 GOTO 610
440 PRINT CHR$(125)
450 PRINT "ARE YOU USING A JOYSTICK (Y/N)";
460 GET #1,K:IF K=89 THEN J=2:GOTO 560
470 J=1
480 PRINT CHR$(125)
490 PRINT "THE MOTION KEYS ARE:"
500 PRINT "      U  I  O"
510 PRINT "      J     L"
520 PRINT "      M  ,  ."
530 PRINT
540 PRINT "PRESS <RETURN> TO BEGIN."
550 GET #1,K:IF K<>155 THEN 550
560 DI=125
570 FOR I=0 TO 7:READ G:J(I)=G:NEXT I
580 FOR I=0 TO 7:READ B:B(I)=B:NEXT I
590 FOR I=0 TO 7:READ X:XT(I)=X:NEXT I
600 FOR I=0 TO 7:READ Y:YT(I)=Y:NEXT I
610 PRINT CHR$(125)
620 GRAPHICS 3+16
630 FOR T=1 TO DI:GOSUB 1000:NEXT T
640 GOTO 40
1000 COLOR 2
1010 X=INT(RND(1)*40):Y=INT(RND(1)*24)
1020 IF X<2 AND Y=11 THEN 1010
1030 PLOT X,Y:RETURN
2000 DATA 10,14,6,11,7,9,13,5
2010 DATA 11,13,8,1,0,37,32,34
2020 DATA -1,0,1,-1,1,-1,0,1
2030 DATA -1,-1,-1,0,0,1,1,1
```

Commodore 64/*Poison Ivy*

```
10 DIM KT$(7),JS(7),YT(7),XT(7)
20 PRINT CHR$(147);CHR$(5)
30 PRINT "ARE YOU USING A JOYSTICK (Y/N)?"
40 GET J$:IF J$="" THEN 40
50 IF J$="Y" THEN J=1:GOTO 160
60 J=2
70 PRINT CHR$(147)
80 PRINT "THE MOTION KEYS ARE:"
90 PRINT
100 PRINT TAB(6);"U  I  O"
110 PRINT TAB(6);"J     L"
120 PRINT TAB(6);"M  ,  ."
130 PRINT
140 PRINT "PLEASE PRESS <RETURN> TO BEGIN."
150 GET K$:IF K$<>CHR$(13) THEN 150
160 SB=1024:CB=55296:DI=125:S=0
170 FOR I=0 TO 7:READ KT$(I):NEXT I
180 FOR I=0 TO 7:READ XT(I):NEXT I
190 FOR I=0 TO 7:READ YT(I):NEXT I
200 FOR I=0 TO 7:READ JS(I):NEXT I
210 PRINT CHR$(147)
220 POKE 53280,9:POKE 53281,12:POKE 650,128
230 FOR T=1 TO DI:GOSUB 1000:NEXT T
240 CO=0:RO=11:H1=0:H2=11
```

```
250 POKE CB+H1+40*H2,12
260 POKE CB+C0+40*R0,0
270 POKE SB+C0+40*R0,86
280 H1=C0:H2=R0:XI=0:YI=0
290 IF J=2 THEN 340
300 JV=PEEK(56321)
310 JV=15-(JV AND 15)
320 FOR L=0 TO 7:IF JV=JS(L) THEN YI=YT(L):XI=XT(L):L=7
330 NEXT L:GOTO 370
340 GET K$:IF K$="" THEN 370
350 FOR L=0 TO 7:IF K$=KT$(L) THEN YI=YT(L):XI=XT(L):L=7
360 NEXT L
370 R0=R0+YI:C0=C0+XI
380 IF R0>24 THEN R0=24
390 IF R0<0 THEN R0=0
400 IF C0<0 THEN C0=0
410 IF C0>39 THEN 450
420 IF PEEK(SB+C0+40*R0)=88 THEN 570
430 X=X+1:IF X/6=INT(X/6)THEN GOSUB 1000
440 GOTO 250
450 PRINT CHR$(147)
460 FOR T=1 TO 100
470 PRINT "YOU MADE IT! ";
480 POKE 53280,INT(RND(1)*16)+1:NEXT T
490 S=S+1:IF S>HS THEN HS=S
500 DI=DI+50
510 PRINT CHR$(147)
520 PRINT "YOUR SCORE IS:";S
530 PRINT
540 PRINT "THE HIGH SCORE IS:";HS
550 PRINT
560 GOTO 650
570 PRINT CHR$(147)
580 PRINT "YOU LOSE. YOU HAVE POISON IVY!"
590 PRINT
600 PRINT "YOUR FINAL SCORE IS:";S
610 PRINT
620 PRINT "THE HIGH SCORE IS:";HS
630 PRINT
640 S=0
650 PRINT "PRESS <RETURN> TO PLAY AGAIN."
660 GET K$:IF K$<>CHR$(13) THEN 660
670 GOTO 210
1000 X=INT(RND(0)*39):Y=INT(RND(1)*25)
1010 IF X<2 AND Y=11 THEN 1000
1020 POKE SB+X+40*Y,88
1030 POKE CB+X+40*Y,5:RETURN
2000 DATA ",",".",L,O,I,U,J,M
2010 DATA 0,1,1,1,0,-1,-1,-1
2020 DATA 1,1,0,-1,-1,-1,0,1
2030 DATA 2,10,8,9,1,5,4,6
```

IBM PC & IBM PC*jr* w/128K RAM/*Poison Ivy*

```
10 DIM KT$(7),XT(7),YT(7)
20 RANDOMIZE:KEY OFF
30 SCREEN 0,0,0:WIDTH 80:CLS
40 PRINT "THE DIRECTION KEYS ARE:"
50 PRINT
```

```
60 PRINT "     U   I   O"
70 PRINT "     J       L"
80 PRINT "     M   ,   ."
90 PRINT
100 PRINT "PRESS <ENTER> TO BEGIN."
110 IF INKEY$<>CHR$(13) THEN 110
120 DI=100:FOR I=0 TO 7:READ KT$(I):NEXT I
130 FOR I=0 TO 7:READ XT(I):NEXT I
140 FOR I=0 TO 7:READ YT(I):NEXT I
150 CLS:FOR T=1 TO DI:GOSUB 1000:NEXT T
160 CO=1:RO=11:L=0:H1=11:H2=1
170 LOCATE H1,H2,0:PRINT CHR$(32);
180 LOCATE RO,CO,0:PRINT CHR$(2);
190 H1=RO:H2=CO:XI=0:YI=0
200 FOR D=1 TO 5:NEXT D
210 K$=INKEY$:IF K$="" THEN 300
220 FOR L=0 TO 7:IF K$=KT$(L) THEN YI=YT(L):XI=XT(L):L=7
230 NEXT L
240 RO=RO+YI:CO=CO+XI
250 IF RO>24 THEN RO=24
260 IF RO<1 THEN RO=1
270 IF CO<1 THEN CO=1
280 IF CO>79 THEN 320
290 IF SCREEN(RO,CO)=5 THEN 430
300 X=X+1:IF X/6=INT(X/6)THEN GOSUB 1000
310 GOTO 170
320 CLS
330 FOR T=1 TO 30
340 PRINT TAB(34);"YOU MADE IT!":NEXT T
350 S=S+1
360 IF S>HS THEN HS=S
370 DI=DI+50
380 CLS
390 PRINT "YOUR SCORE IS:";S
400 PRINT
410 PRINT "THE HIGH SCORE IS:";HS
420 PRINT:GOTO 510
430 CLS
440 PRINT "YOU HAVE POISON IVY!  YOU LOSE."
450 PRINT
460 PRINT "YOUR FINAL SCORE IS:";S
470 PRINT
480 PRINT "THE HIGH SCORE IS:";HS
490 PRINT
500 S=0
510 PRINT "PRESS <ENTER> TO PLAY AGAIN."
520 IF INKEY$<>CHR$(13) THEN 520 ELSE 150
1000 X=INT(RND*79)+1:Y=INT(RND*24)+1
1010 IF X<2 AND Y=11 THEN 1000
1020 LOCATE Y,X,0:PRINT CHR$(5);
1030 RETURN
2000 DATA ",","."",L,O,I,U,J,M
2010 DATA 0,1,1,1,0,-1,-1,-1
2020 DATA 1,1,0,-1,-1,-1,0,1
```

TRS-80 Color Computer/*Poison Ivy*

```
10 DIM KT$(7),XT(7),YT(7)
20 DI=50:FOR I=0 TO 7:READ KT$(I):NEXT I
30 FOR I=0 TO 7:READ XT(I):NEXT I
40 FOR I=0 TO 7:READ YT(I):NEXT I
50 GOTO 450
60 CO=0:RO=14
70 SET(CO,RO,5)
80 FOR D=1 TO 2:NEXT D
90 RESET(CO,RO)
100 XI=0:YI=0:IF J=2 THEN 160
110 H=JOYSTK(0):V=JOYSTK(1)
120 IF H<15 THEN XI=-1:GOTO 190
130 IF H>47 THEN XI=1:GOTO 190
140 IF V<15 THEN YI=-1:GOTO 190
150 IF V>47 THEN YI=1:GOTO 190 ELSE 230
160 K$=INKEY$:IF K$="" THEN 230
170 FOR L=0 TO 7:IF K$=KT$(L) THEN YI=YT(L):XI=XT(L):L=7
180 NEXT L
190 RO=RO+YI:CO=CO+XI
200 RO=RO+(RO>31)-(RO<0)
210 CO=CO-(CO<0):IF CO>63 THEN 250
220 IF POINT(CO,RO)=2 THEN 360
230 X=X+1:IF X/6=INT(X/6) THEN GOSUB 1000
240 GOTO 70
250 CLS
260 FOR T=1 TO 100
270 PRINT "YOU MADE IT!  ";
280 FOR D=1 TO 10:NEXT D:NEXT T
290 CLS:S=S+1
300 PRINT "YOUR SCORE IS:";S
310 PRINT
320 IF S>HS THEN HS=S
330 PRINT "THE HIGH SCORE IS:";HS
340 DI=DI+20
350 GOTO 420
360 CLS
370 PRINT "YOU LOSE, YOU HAVE POISON IVY."
380 PRINT
390 PRINT "YOUR FINAL SCORE IS:";S
400 PRINT:S=0
410 PRINT "THE HIGH SCORE IS:";HS
420 PRINT
430 PRINT "PRESS <ENTER> TO PLAY AGAIN."
440 IF INKEY$<>CHR$(13) THEN 440 ELSE 580
450 CLS
460 PRINT "ARE YOU USING A JOYSTICK (Y/N)?"
470 J$=INKEY$:IF J$="" THEN 470
480 IF J$="Y" THEN J=1:GOTO 580 ELSE J=2
490 CLS
500 PRINT "THE DIRECTION KEYS ARE:"
510 PRINT
520 PRINT TAB(9);"U  I  O"
530 PRINT TAB(9);"J     L"
540 PRINT TAB(9);"M  ,  ."
550 PRINT
560 PRINT "PRESS <ENTER> TO BEGIN."
570 IF INKEY$<>CHR$(13) THEN 570
```

```
580 CLS(0)
590 FOR T=1 TO DI:GOSUB 1000:NEXT T
600 GOTO 60
1000 X=RND(61):Y=RND(30)
1010 IF X=0 AND Y=14 THEN 1000
1020 SET(X,Y,2)
1030 RETURN
2000 DATA ",",".",L,O,I,U,J,M
2010 DATA 0,1,1,1,0,-1,-1,-1
2020 DATA 1,1,0,-1,-1,-1,0,1
```

TRS-80 Model III/*Poison Ivy*

```
10 GOTO 350
20 CO=0:RO=25
30 SET(CO,RO)
40 FOR D=1 TO 2:NEXT D
50 RESET(CO,RO)
60 XI=0:YI=0
70 K$=INKEY$:IF K$="" THEN 160
80 FOR L=0 TO 7:IF K$=KT$(L) THEN XI=XT(L):YI=YT(L):L=7
90 NEXT L
100 RO=RO+YI:CO=CO+XI
110 IF RO>47 THEN RO=47
120 IF RO<0 THEN RO=0
130 IF CO<0 THEN CO=0
140 IF CO>127 THEN 180
150 IF POINT(CO,RO) THEN 280
160 X=X+1:IF X/6=INT(X/6) THEN GOSUB 1000
170 GOTO 30
180 CLS
190 FOR T=1 TO 100
200 PRINT "YOU MADE IT!   ";
210 FOR D=1 TO 10:NEXT D
220 NEXT T
230 CLS:S=S+1
240 PRINT "YOUR SCORE IS:";S
250 IF S>HS THEN HS=S
260 PRINT "THE HIGH SCORE IS:";HS
270 DI=DI+50:GOTO 330
280 CLS
290 PRINT "YOU LOSE!  YOU HAVE POISON IVY!"
300 PRINT "YOUR FINAL SCORE IS:";S
310 PRINT "THE HIGH SCORE IS:";HS
320 S=0
330 PRINT "PRESS <ENTER> TO PLAY AGAIN."
340 IF INKEY$<>CHR$(13) THEN 340  ELSE 470
350 CLS
360 PRINT "THE DIRECTION KEYS ARE:"
370 PRINT
380 PRINT TAB(7);"U   I   O"
390 PRINT TAB(7);"J       L"
400 PRINT TAB(7);"M   ,   ."
410 PRINT
420 PRINT "PRESS <ENTER> TO BEGIN."
430 IF INKEY$<>CHR$(13) THEN 430
440 DI=100:FOR I=0 TO 7:READ KT$(I):NEXT I
450 FOR I=0 TO 7:READ XT(I):NEXT I
```

```
460 FOR I=0 TO 7:READ YT(I):NEXT I
470 CLS:FOR T=1 TO DI:GOSUB 1000 :NEXT T
480 GOTO 20
1000 X=RND(1022):IF X=512 THEN 1000
1010 PRINT@X,CHR$(191);:RETURN
2000 DATA ",","."",L,O,I,U,J,M
2010 DATA 0,2,2,2,0,-2,-2,-2
2020 DATA 2,2,0,-2,-2,-2,0,2
```

THE MONSTER IN THE MARSH

If you're the sort who enjoys traipsing through slushy, foggy, rocky places without really getting wet, then *The Monster in the Marsh* is for you. To win this game you make your way to the end of the marsh. You do this by tossing rocks left, right, or straight ahead to check whether or not it's safe to move. Each time you toss a rock, you have the choice of moving or staying where you are. Watch your step! If you move to an unsafe spot, you'll sink. But every time you stay where you are, the Monster in the marsh gains a step on you. Sooner or later, it's sink or swim in this game!

ADAM/*The Monster in the Marsh*

```
10 s = 15:m = 15:r = 24
20 HOME
30 PRINT TAB(3);"THE MONSTER IN THE MARSH"
40 PRINT
50 PRINT TAB(4);"Press any key to begin."
60 GET k$
70 x = INT(RND(1)*3)+1
80 fl = 0:HOME
90 IF r < 1 THEN fl = 1
100 PRINT "You are ";s;" step(s) from the"
110 PRINT "marsh's end."
120 PRINT "You have ";r;" rock(s) in"
130 PRINT "your pocket."
140 PRINT "The monster is ";m;" step(s)"
150 PRINT "behind you."
160 PRINT
170 PRINT "Your choices are:"
180 PRINT
190 PRINT "1) Take a step"
200 PRINT "2) Stay where you are"
210 IF fl = 0 THEN PRINT "3) Toss a rock"
220 PRINT
230 PRINT "Type a number; then <RETURN>."
240 INPUT "What is your choice: ";ch
250 IF fl = 1 AND ch > 2 THEN 230
260 IF ch < 1 OR ch > 3 THEN PRINT "Between 1 and 3, please!":GOTO 230
270 ON ch GOTO 420,570,280
280 HOME
290 PRINT "Type the number of the direc-"
300 PRINT "tion in which you want to"
310 PRINT "throw the rock;"
320 GOSUB 1000
330 fl = 1
340 HOME
350 IF x <> w THEN PRINT "Splash!"
360 IF x = w THEN PRINT "THUD!"
370 r = r-1
380 IF m < 1 THEN 4000
390 PRINT
400 PRINT "Press any key to continue."
410 GET k$:GOTO 80
420 HOME
```

```
430 PRINT "Press the number of the direc-"
440 PRINT "tion you want to step in; ";
450 GOSUB 1000
460 HOME
470 IF w <> x THEN PRINT "Splash! You're sinking!"
480 z = INT(RND(1)*3)+1
490 IF w <> x AND z = 1 THEN m = m-1:PRINT "But you pull yourself out!"
500 IF w <> x AND z <> 1 THEN PRINT "You lose!":END
510 IF w = x THEN s = s-1:PRINT "You stepped safely!"
520 IF m < 1 THEN 4000
530 IF s < 1 THEN 630
540 PRINT
550 PRINT "Press any key to continue."
560 GET k$:GOTO 70
570 m = m-1
580 IF m > 0 THEN 80
590 HOME
600 PRINT "The monster eats you and says,"
610 PRINT "'Could use a bit more salt!'"
620 PRINT "You lose, for sure.":END
630 HOME
640 FOR t = 1 TO 200
650 PRINT "  YOU MADE IT!";
660 NEXT t:END
1000 PRINT "then press <RETURN>."
1010 PRINT
1020 PRINT "1) left"
1030 PRINT "2) right"
1040 PRINT "3) straight ahead"
1050 PRINT
1060 INPUT "Which way: ";w
1070 IF w < 1 OR w > 3 THEN PRINT "Between 1 and 3, please!":GOTO 1060
1080 RETURN
```

Apple/*The Monster in the Marsh*

```
10 S = 15:M = 15:R = 24
20 HOME
30 PRINT TAB(8);"THE MONSTER IN THE MARSH"
40 PRINT
50 PRINT TAB(8);"PRESS ANY KEY TO BEGIN.";
60 GET K$
70 X = INT(RND(1)*3)+1
80 FL = 0:HOME
90 IF R < 1 THEN FL = 1
100 PRINT "YOU ARE ";S;" STEP(S) FROM THE MARSH'S END."
110 PRINT "YOU HAVE ";R;" ROCK(S) IN YOUR POCKET."
120 PRINT "THE MONSTER IS ";M;" STEP(S) BEHIND YOU."
130 PRINT
140 PRINT "YOUR CHOICES ARE:"
150 PRINT
160 PRINT "1) TAKE A STEP"
170 PRINT "2) STAY WHERE YOU ARE"
180 IF FL = 0 THEN PRINT "3) TOSS A ROCK"
190 PRINT
200 PRINT "TYPE A NUMBER; THEN PRESS <RETURN>."
210 INPUT "WHAT IS YOUR CHOICE: ";CH
220 IF FL = 1 AND CH > 2 THEN 200
230 IF CH < 1 OR CH > 3 THEN PRINT "BETWEEN 1 AND 3, PLEASE!":GOTO 200
```

```
240 ON CH GOTO 380,530,250
250 HOME
260 PRINT "TYPE THE NUMBER OF THE DIRECTION IN"
270 PRINT "WHICH YOU WANT TO THROW THE ROCK;"
280 GOSUB 1000
290 FL = 1
300 HOME
310 IF X <> W THEN PRINT "SPLASH!"
320 IF X = W THEN PRINT "THUD!"
330 R = R-1
340 IF M < 1 THEN 550
350 PRINT
360 PRINT "PRESS ANY KEY TO CONTINUE.";
370 GET K$:GOTO 80
380 HOME
390 PRINT "PRESS THE NUMBER OF THE DIRECTION"
400 PRINT "YOU WANT TO STEP IN;"
410 GOSUB 1000
420 HOME
430 IF W <> X THEN PRINT "SPLASH!  YOU'RE SINKING!"
440 Z = INT(RND(1)*3)+1
450 IF W <> X AND Z = 1 THEN M = M-1:PRINT "BUT YOU PULL YOURSELF OUT!"
460 IF W <> X AND Z <> 1 THEN PRINT "YOU LOSE!":END
470 IF W = X THEN S = S-1:PRINT "YOU STEPPED SAFELY!"
480 IF M < 1 THEN 550
490 IF S < 1 THEN 590
500 PRINT
510 PRINT "PRESS ANY KEY TO CONTINUE.";
520 GET K$:GOTO 70
530 M = M-1
540 IF M > 0 THEN 80
550 HOME
560 PRINT "THE MONSTER EATS YOU AND SAYS,"
570 PRINT "'COULD USE A BIT MORE SALT!'"
580 PRINT "YOU LOSE, FOR SURE.":END
590 HOME
600 FOR T = 1 TO 200
610 PRINT "   YOU MADE IT!";
620 NEXT T:END
1000 PRINT "THEN PRESS <RETURN>."
1010 PRINT
1020 PRINT "1) LEFT"
1030 PRINT "2) RIGHT"
1040 PRINT "3) STRAIGHT AHEAD"
1050 PRINT
1060 INPUT "WHICH WAY: ";W
1070 IF W < 1 OR W > 3 THEN PRINT "BETWEEN 1 AND 3, PLEASE!":GOTO 1060
1080 RETURN
```

Atari/*The Monster in the Marsh*

```
10 OPEN #1,4,0,"K:"
20 S=15:M=15:R=24
30 PRINT CHR$(125)
40 POSITION 7,0
50 PRINT "THE MONSTER IN THE MARSH!"
60 POSITION 7,3
70 PRINT "PRESS <RETURN> TO BEGIN";
80 GET #1,K:IF K<>155 THEN 80
```

```
90 X=INT(RND(1)*3)+1
100 FL=0:PRINT CHR$(125)
110 IF R<1 THEN FL=1
120 PRINT "YOU'RE ";S;" STEP(S) FROM THE MARSH EDGE."
130 PRINT "YOU HAVE ";R;" ROCK(S) IN YOUR POCKET."
140 PRINT "THE MONSTER IS ";M;" STEP(S) BEHIND YOU."
150 PRINT
160 PRINT "YOUR CHOICES ARE:"
170 PRINT
180 PRINT "1) TAKE A STEP"
190 PRINT "2) STAY WHERE YOU ARE"
200 IF FL=0 THEN PRINT "3) TOSS A ROCK"
210 PRINT
220 PRINT "TYPE A NUMBER; THEN PRESS <RETURN>."
230 INPUT CH
240 IF FL=1 AND CH>2 THEN GOTO 220
250 IF CH<1 OR CH>3 THEN PRINT "BETWEEN 1 AND 3, PLEASE!":GOTO 220
260 ON CH GOTO 410,570,270
270 PRINT CHR$(125)
280 PRINT "TYPE THE NUMBER OF THE DIRECTION IN"
290 PRINT "WHICH YOU WANT TO TOSS THE ROCK;"
300 GOSUB 1000
310 FL=1
320 PRINT CHR$(125)
330 IF X<>W THEN PRINT "SPLASH!"
340 IF X=W THEN PRINT "THUD!"
350 R=R-1
360 IF M<1 THEN 590
370 PRINT
380 PRINT "PRESS <RETURN> TO CONTINUE."
390 GET #1,K:IF K<>155 THEN 390
400 GOTO 100
410 PRINT CHR$(125)
420 PRINT "TYPE THE NUMBER OF THE DIRECTION"
430 PRINT "YOU WANT TO STEP IN;"
440 GOSUB 1000
450 PRINT CHR$(125)
460 IF W<>X THEN PRINT "SPLASH!  YOU'RE SINKING!"
470 Z=INT(RND(1)*3)+1
480 IF W<>X AND Z=1 THEN M=M-1:PRINT "BUT YOU PULL YOURSELF OUT!"
490 IF W<>X AND Z<>1 THEN PRINT "YOU LOSE!":END
500 IF W=X THEN S=S-1:PRINT "YOU STEPPED SAFELY!"
510 IF M<1 THEN 590
520 IF S<1 THEN 630
530 PRINT
540 PRINT " PRESS <RETURN> TO CONTINUE."
550 GET #1,K:IF K<>155 THEN 550
560 GOTO 90
570 M=M-1
580 IF M>0 THEN 100
590 PRINT CHR$(125)
600 PRINT "THE MONSTER EATS YOU AND SAYS,"
610 PRINT "'COULD USE A BIT MORE SALT!'"
620 PRINT "YOU LOSE, FOR SURE.":END
630 PRINT CHR$(125)
640 FOR T=1 TO 200
650 PRINT "   YOU MADE IT!";
660 NEXT T
670 END
```

```
1000 PRINT "THEN PRESS <RETURN>."
1010 PRINT
1020 PRINT "1) LEFT"
1030 PRINT "2) RIGHT"
1040 PRINT "3) STRAIGHT AHEAD"
1050 PRINT
1060 PRINT "WHICH WAY"
1070 INPUT W
1080 IF W<1 OR W>3 THEN PRINT "BETWEEN 1 AND 3 PLEASE!":GOTO 1060
1090 RETURN
```

Commodore 64/*The Monster in the Marsh*

```
10 S=15:M=15:R=24
20 PRINT CHR$(147)
30 PRINT TAB(7);"THE MONSTER IN THE MARSH!"
40 PRINT
50 PRINT TAB(8);"PRESS <RETURN> TO BEGIN."
60 GET K$:IF K$<>CHR$(13) THEN 60
70 X=INT(RND(1)*3)+1
80 FL=0:PRINT CHR$(147)
90 IF R<1 THEN FL=1
100 PRINT "YOU ARE";S;"STEP(S) FROM THE MARSH'S END."
110 PRINT "YOU HAVE";R;"ROCK(S) IN YOUR POCKET."
120 PRINT "THE MONSTER IS";M;"STEP(S) BEHIND YOU."
130 PRINT
140 PRINT "YOUR CHOICES ARE:"
150 PRINT
160 PRINT "1) TAKE A STEP"
170 PRINT "2) STAY WHERE YOU ARE"
180 IF FL=0 THEN PRINT "3) TOSS A ROCK"
190 PRINT
200 PRINT "TYPE A NUMBER; THEN PRESS <RETURN>."
210 INPUT "WHAT IS YOUR CHOICE";CH
220 IF FL=1 AND CH>2 THEN 200
230 IF CH<1 OR CH>3 THEN PRINT "BETWEEN 1 AND 3, PLEASE!":GOTO 200
240 ON CH GOTO 390,560,250
250 PRINT CHR$(147)
260 PRINT "TYPE THE NUMBER OF THE DIRECTION IN"
270 PRINT "WHICH YOU WANT TO THROW THE ROCK;"
280 GOSUB 1000
290 FL=1
300 PRINT CHR$(147)
310 IF X<>W THEN PRINT "SPLASH!"
320 IF X=W THEN PRINT "THUD!"
330 R=R-1
340 IF M<1 THEN 580
350 PRINT
360 PRINT "PRESS <RETURN> TO CONTINUE."
370 GET K$:IF K$<>CHR$(13) THEN 370
380 GOTO 80
390 PRINT CHR$(147)
400 PRINT "PRESS THE NUMBER OF THE DIRECTION YOU"
410 PRINT "WANT TO STEP IN; ";
420 GOSUB 1000
430 PRINT CHR$(147)
440 IF W<>X THEN PRINT "SPLASH!  YOU'RE SINKING!"
450 Z=INT(RND(1)*3)+1
```

```
460 IF W<>X AND Z=1 THEN M=M-1:PRINT "BUT YOU PULL YOURSELF OUT!"
470 IF W<>X AND Z<>1 THEN PRINT "YOU LOSE!":END
480 IF W=X THEN S=S-1:PRINT "YOU STEPPED SAFELY!"
490 IF M<1 THEN 580
500 IF S<1 THEN 620
510 PRINT
520 PRINT "PRESS <RETURN> TO CONTINUE."
530 GET K$:IF K$<>CHR$(13) THEN 60
540 GET K$:IF K$<>CHR$(13) THEN 540
550 GOTO 70
560 M=M-1
570 IF M>0 THEN 80
580 PRINT CHR$(147)
590 PRINT "THE MONSTER EATS YOU AND SAYS,"
600 PRINT "'COULD USE A BIT MORE SALT!'"
610 PRINT "YOU LOSE, FOR SURE.":END
620 PRINT CHR$(147)
630 FOR T=1 TO 200
640 PRINT "   YOU MADE IT !";
650 NEXT T
660 END
1000 PRINT "THEN PRESS <RETURN>."
1010 PRINT
1020 PRINT "1) LEFT"
1030 PRINT "2) RIGHT"
1040 PRINT "3) STRAIGHT AHEAD"
1050 PRINT
1060 INPUT "WHICH WAY";W
1070 IF W<1 OR W>3 THEN PRINT "BETWEEN 1 AND 3, PLEASE!":GOTO 1060
1080 RETURN
```

IBM PCs/*The Monster in the Marsh*

```
10 RANDOMIZE
20 S=15:M=15:R=24
30 CLS
40 PRINT TAB(7);"THE MONSTER IN THE MARSH!"
50 PRINT
60 PRINT TAB(8);"PRESS ANY KEY TO BEGIN."
70 IF INKEY$="" THEN 70
80 X=INT(RND*3)+1
90 FL=0:CLS
100 IF R<1 THEN FL=1
110 PRINT "YOU ARE";S;"STEP(S) FROM THE MARSH'S"
120 PRINT "END. YOU HAVE";R;"ROCK(S) IN YOUR POCKET."
130 PRINT "THE MONSTER IS";M;"STEP(S) BEHIND YOU."
140 PRINT
150 PRINT "YOUR CHOICES ARE:"
160 PRINT
170 PRINT "1) TAKE A STEP"
180 PRINT "2) STAY WHERE YOU ARE"
190 IF FL=0 THEN PRINT "3) TOSS A ROCK"
200 PRINT
210 PRINT "TYPE A NUMBER; THEN PRESS <ENTER>."
220 INPUT "WHAT IS YOUR CHOICE";CH
230 IF FL=1 AND CH>2 THEN 210
240 IF CH<1 OR CH>3 THEN PRINT "BETWEEN 1 AND 3, PLEASE!":GOTO 170
250 ON CH GOTO 390,530,260
260 CLS
```

```
270 PRINT "TYPE THE NUMBER OF THE DIRECTION IN"
280 PRINT "WHICH YOU WANT TO THROW THE ROCK;"
290 GOSUB 1000
300 FL=1
310 CLS
320 IF X<>W THEN PRINT "SPLASH!"
330 IF X=W THEN PRINT "THUD!"
340 R=R-1
350 IF M<1 THEN 550
360 PRINT
370 PRINT "PRESS ANY KEY TO CONTINUE."
380 IF INKEY$="" THEN 380 ELSE 90
390 CLS
400 PRINT "TYPE THE NUMBER OF THE DIRECTION YOU"
410 PRINT "WANT TO STEP IN; ";
420 GOSUB 1000
430 CLS:Z=RND
440 IF W<>X THEN PRINT "SPLASH! YOU'RE SINKING!"
450 IF W<>X AND Z=1 THEN M=M-1:PRINT "BUT YOU PULL YOURSELF OUT!"
460 IF W<>X AND Z<>1 THEN PRINT "YOU LOSE!":END
470 IF W=X THEN S=S-1:PRINT "YOU STEPPED SAFELY!"
480 IF M<1 THEN 550
490 IF S<1 THEN 590
500 PRINT
510 PRINT "PRESS ANY KEY TO CONTINUE."
520 IF INKEY$="" THEN 520 ELSE 80
530 M=M-1
540 IF M>0 THEN 90
550 CLS
560 PRINT "THE MONSTER EATS YOU AND SAYS,"
570 PRINT "'COULD USE A BIT MORE SALT!'"
580 PRINT "YOU LOSE, FOR SURE.":END
590 CLS
600 FOR T=1 TO 200
610 PRINT "   YOU MADE IT! ";
620 NEXT T
630 END
1000 PRINT "THEN PRESS <ENTER>."
1010 PRINT
1020 PRINT "1) LEFT"
1030 PRINT "2) RIGHT"
1040 PRINT "3) STRAIGHT AHEAD"
1050 PRINT
1060 INPUT "WHICH WAY";W
1070 IF W<1 OR W>3 THEN PRINT "1, 2, OR 3 PLEASE!":GOTO 1060
1080 RETURN
```

TRS-80 Color Computer/*The Monster in the Marsh*

```
10 S=15:M=15:R=24
20 CLS
30 PRINT TAB(9);"THE MONSTER"
40 PRINT TAB(8);"IN THE MARSH!"
50 PRINT
60 PRINT TAB(4);"PRESS ANY KEY TO BEGIN."
70 IF INKEY$="" THEN 70
80 X=RND(3)
90 FL=0:CLS
100 IF R<1 THEN FL=1
```

```
110 PRINT "YOU ARE";S;"STEP(S)"
120 PRINT "FROM THE MARSH'S END."
130 PRINT
140 PRINT "YOU HAVE";R;"ROCK(S)"
150 PRINT "IN YOUR POCKET."
160 PRINT
170 PRINT "THE MONSTER IS";M
180 PRINT "STEP(S) BEHIND YOU."
190 PRINT
200 PRINT "PRESS ANY KEY TO CONTINUE."
210 IF INKEY$="" THEN 210
220 CLS
230 PRINT "YOUR CHOICES ARE:"
240 PRINT
250 PRINT "1) TAKE A STEP"
260 PRINT "2) STAY WHERE YOU ARE"
270 IF FL=0 THEN PRINT "3) TOSS A ROCK"
280 PRINT
290 PRINT "TYPE A NUMBER;"
300 PRINT "THEN PRESS <ENTER>."
310 PRINT "WHAT IS YOUR CHOICE";
320 INPUT CH
330 IF FL=1 AND CH>2 THEN 290
340 IF CH<1 OR CH>3 THEN GOTO 220
350 ON CH GOTO 500,650,360
360 CLS
370 PRINT "TYPE THE NUMBER OF THE DIREC-"
380 PRINT "TION IN WHICH YOU WANT TO THROW"
390 PRINT "THE ROCK; ";
400 GOSUB 1000
410 FL=1
420 CLS
430 IF X<>W THEN PRINT "SPLASH!"
440 IF X=W THEN PRINT "THUD!"
450 R=R-1
460 IF M<1 THEN 680
470 PRINT
480 PRINT "PRESS ANY KEY TO CONTINUE."
490 IF INKEY$="" THEN 490 ELSE 90
500 CLS
510 PRINT "PRESS THE NUMBER"
520 PRINT "OF THE DIRECTION"
530 PRINT "YOU WANT TO STEP IN; "
540 GOSUB 1000
550 CLS:Z=RND(4)
560 IF W<>X THEN PRINT "SPLASH YOU'RE SINKING!"
570 IF W<>X AND Z=1 THEN M=M-1:PRINT "BUT YOU PULL YOURSELF OUT!"
580 IF W<>X AND Z<>1 THEN PRINT "YOU LOSE!":END
590 IF W=X THEN S=S-1:PRINT "YOU STEPPED SAFELY!"
600 IF M<1 THEN 680
610 IF S<1 THEN 720
620 PRINT
630 PRINT "PRESS ANY KEY TO CONTINUE."
640 IF INKEY$="" THEN 640 ELSE 80
650 M=M-1
660 IF M<1 THEN 680:GOTO 80
670 GOTO 80
680 CLS
690 PRINT "THE MONSTER EATS YOU AND SAYS,"
```

```
700 PRINT "'COULD USE A BIT MORE SALT!'"
710 PRINT "YOU LOSE, FOR SURE.":END
720 CLS
730 FOR T=1 TO 200
740 PRINT"   YOU MADE IT!";
750 NEXT T
760 END
1000 PRINT "THEN PRESS <ENTER>."
1010 PRINT
1020 PRINT "1) LEFT"
1030 PRINT "2) RIGHT"
1040 PRINT "3) STRAIGHT AHEAD"
1050 PRINT
1060 INPUT "WHICH WAY";W
1070 IF W<1 OR W>3 THEN PRINT "1, 2 OR 3, PLEASE!":GOTO 1060
1080 RETURN
```

TRS-80 Model III/*The Monster in the Marsh*

```
10 RANDOM
20 S=15:M=15:R=24
30 CLS
40 PRINT TAB(20);"THE MONSTER IN THE MARSH!"
50 PRINT
60 PRINT TAB(21);"PRESS ANY KEY TO BEGIN."
70 GOSUB 1010
80 X=RND(3)
90 FL=0:CLS
100 IF R<1 THEN FL=1
110 PRINT "YOU ARE";S;"STEP(S) FROM THE MARSH'S END."
120 PRINT "YOU HAVE";R;"ROCK(S) IN YOUR POCKET."
130 PRINT "THE MONSTER IS";M;"STEP(S) BEHIND YOU."
140 PRINT
150 GOSUB 1000
160 CLS
170 PRINT "YOUR CHOICES ARE:"
180 PRINT
190 PRINT "1) TAKE A STEP"
200 PRINT "2) STAY WHERE YOU ARE"
210 IF FL=0 THEN PRINT "3) TOSS A ROCK"
220 PRINT
230 PRINT "TYPE A NUMBER; THEN PRESS <ENTER>."
240 INPUT "WHAT IS YOUR CHOICE";CH
250 IF FL=1 AND CH>2 THEN 230
260 IF CH<1 OR CH>3 THEN PRINT "BETWEEN 1 AND 3, PLEASE!":GOTO 230
270 ON CH GOTO 400,540,280
280 CLS
290 PRINT "TYPE THE NUMBER OF THE DIRECTION IN WHICH YOU"
300 PRINT "WANT TO THROW THE ROCK; ";
310 GOSUB 2000
320 FL=1
330 CLS
340 IF X<>W THEN PRINT "SPLASH!"
350 IF X=W THEN PRINT "THUD!"
360 R=R-1
370 IF M<1 THEN
380 PRINT
390 GOSUB 1000:GOTO 90
```

```
400 CLS
410 PRINT "TYPE THE NUMBER OF THE DIRECTION YOU WANT TO STEP IN;"
420 GOSUB 2000
430 CLS
440 Z=RND(4)
450 IF W<>X THEN PRINT "SPLASH YOU'RE SINKING!"
460 IF W<>X AND Z=1 THEN M=M-1:PRINT "BUT YOU PULL YOURSELF OUT!"
470 IF W<>X AND Z<>1 THEN PRINT "YOU LOSE!":END
480 IF W=X THEN S=S-1:PRINT "YOU STEPPED SAFELY!"
490 IF M<1 THEN 560
500 IF S<1 THEN 600
510 PRINT
520 FL=0
530 GOSUB 1000:GOTO 80
540 M=M-1
550 IF M>0 THEN 80
560 CLS
570 PRINT "THE MONSTER EATS YOU AND SAYS,"
580 PRINT "'COULD USE A BIT MORE SALT!'"
590 PRINT "YOU LOSE, FOR SURE.":END
600 CLS
610 FOR T=1 TO 200
620 PRINT "   YOU MADE IT! ";
630 NEXT T:END
640 INPUT "WHICH WAY";W
650 IF W<1 OR W>3 THEN PRINT "1, 2 OR 3, PLEASE!":GOTO 640
660 RETURN
1000 PRINT "PRESS ANY KEY TO CONTINUE."
1010 IF INKEY$="" THEN 1010 ELSE RETURN
2000 PRINT "THEN PRESS <ENTER>."
2010 PRINT
2020 PRINT "1) LEFT"
2030 PRINT "2) RIGHT"
2040 PRINT "3) STRAIGHT AHEAD"
2050 PRINT
2060 INPUT "WHICH WAY ";W
2070 IF W<1 OR W>3 THEN PRINT "1, 2, OR 3, PLEASE!":GOTO 2060
2080 RETURN
```

WATER BALLOONS

On those long summer days, when the sky's hot blue and the sidewalk's steamy, doesn't the very idea of dousing yourself in cold water just cool you off? Now, you can use your computer to cool off with *Water Balloons*. The object of *Water Balloons* is to stand on the balcony of a tall building, blindfolded (if that sounds a bit scary, read on), and drop water balloons into a hoop on the ground. Your friend, who's surely nuts, is down below, shouting directions to you. "TOO FAR NORTH!" he says, as you hit a policeman on the head.

To set the directions a water balloon will travel, you select a number between one and 10 for the North and South coordinates, and do the same for West and East. If you pick 10 for North/South and your friend says, "TOO FAR NORTH!", then you should pick a lower number for North/South the next time around.

After selecting the number you want, be sure to press the RETURN or ENTER key. When you finally drop a balloon into the hoop, the computer will tell you how many tries it took.

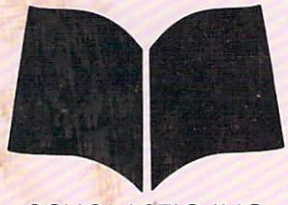
ADAM/*Water Balloons*

```
10 HOME
20 PRINT TAB(8);"WATER BALLOONS!"
30 PRINT
40 PRINT TAB(4);"Press any key to begin."
50 GET K$
60 HOME
70 PRINT "You are standing blindfolded"
80 PRINT "on the 7th floor balcony of a"
90 PRINT "building. You are trying to"
100 PRINT "drop water balloons into the"
110 PRINT "center of a hoop on the ground"
120 PRINT "below. You must set your"
130 PRINT "north/south and east/west"
140 PRINT "coordinates according to the"
150 PRINT "help your friend gives you"
160 PRINT "from below."
170 b = 10:la = INT(RND(1)*10)+1
180 lo = INT(RND(1)*10)+1
190 PRINT:PRINT
200 PRINT "1 = extreme south;"
210 PRINT "10 = extreme north."
220 PRINT "1 = extreme west;"
230 PRINT "10 = extreme east."
240 PRINT
250 PRINT "You now have ";b;" water balloons."
260 PRINT "What's your guess (between 1"
270 PRINT "and 10) for the north/south"
280 PRINT "coordinate";
290 INPUT ns
300 IF ns < 1 OR ns > 10 THEN 260
310 PRINT "What's your guess for east/west"
320 INPUT ew
330 IF ew < 1 OR ew > 10 THEN PRINT "It must be between 1 and 10!":GOTO 310
340 b = b-1
```

```
350 IF ns = la AND ew = lo THEN 500
360 FOR x = 1 TO 24:PRINT:NEXT x
370 IF b < 1 THEN 660
380 PRINT "Your friend says:"
390 PRINT
400 IF ns > la THEN PRINT "Too far north!"
410 IF ns < la THEN PRINT "Too far south!"
420 IF ns = la THEN PRINT "North/south O.K.!"
430 IF ew > lo THEN PRINT "Too far east!"
440 IF ew < lo THEN PRINT "Too far west!"
450 IF ew = lo THEN PRINT "East/west O.K.!"
460 x = INT(RND(1)*30)+1
470 IF x = 7 THEN 550
480 IF x = 13 THEN 610
490 PRINT:GOTO 200
500 HOME
510 PRINT "You hit in ";10-b;" tries!"
520 PRINT
530 PRINT "Press any key to play again."
540 GET k$:GOTO 170
550 PRINT
560 PRINT "You plastered your Mom as she"
570 PRINT "walked out to see what was"
580 PRINT "going on ."
590 PRINT "YOU LOSE!"
600 END
610 PRINT
620 PRINT "You hit the Policeman on the"
630 PRINT "head. He confiscates your hoop"
640 PRINT "and you lose the game!"
650 END
660 PRINT
670 PRINT "You're out of water balloons!"
680 PRINT "YOU LOSE. The coordinates were:"
690 PRINT "north/south=";la
700 PRINT "east/west=";lo
710 END
```

Apple/*Water Balloons*

```
10 HOME
20 PRINT TAB(12);"WATER BALLOONS!"
30 PRINT
40 PRINT TAB(8);"PRESS ANY KEY TO BEGIN.";
50 GET K$
60 HOME
70 PRINT "YOU ARE STANDING BLINDFOLDED ON THE 7TH"
80 PRINT "FLOOR BALCONY OF A BUILDING. YOU ARE"
90 PRINT "TRYING TO DROP WATER BALLOONS INTO THE"
100 PRINT "CENTER OF A HOOP ON THE GROUND BELOW."
110 PRINT "YOU MUST SET YOUR NORTH/SOUTH AND"
120 PRINT "EAST/WEST COORDINATES ACCORDING TO THE"
130 PRINT "HELP YOUR FRIEND GIVES YOU FROM BELOW."
140 B = 10:LA = INT(RND(1)*10)+1
150 LO = INT(RND(1)*10)+1
160 PRINT:PRINT
170 PRINT "1=EXTREME SOUTH  10=EXTREME NORTH"
180 PRINT "1=EXTREME WEST   10=EXTREME EAST"
190 PRINT
```



SCHOLASTIC INC.

```
200 PRINT "YOU NOW HAVE ";B;" WATER BALLOONS."
210 PRINT "WHAT'S YOUR GUESS (BETWEEN 1 AND 10)"
220 INPUT "FOR THE NORTH/SOUTH COORDINATE: ";NS
230 IF NS < 1 OR NS > 10 THEN 210
240 INPUT "WHAT'S YOUR GUESS FOR EAST/WEST: ";EW
250 IF EW < 1 OR EW > 10 THEN PRINT "IT MUST BE BETWEEN 1 AND 10!":GOTO 240
260 B = B-1
270 IF NS = LA AND EW = LO THEN 420
280 FOR X = 1 TO 24:PRINT:NEXT X
290 IF B < 1 THEN 570
300 PRINT "YOUR FRIEND SAYS:"
310 PRINT
320 IF LA < NS THEN PRINT "TOO FAR NORTH!"
330 IF LA > NS THEN PRINT "TOO FAR SOUTH!"
340 IF LA = NS THEN PRINT "NORTH/SOUTH O.K.!"
350 IF EW > LO THEN PRINT "TOO FAR EAST!"
360 IF EW < LO THEN PRINT "TOO FAR WEST!"
370 IF EW = LO THEN PRINT "EAST/WEST O.K.!"
380 X = INT(RND(1)*30)+1
390 IF X = 7 THEN 470
400 IF X = 13 THEN 520
410 PRINT:GOTO 170
420 HOME
430 PRINT "YOU HIT IN ";10-B;" TRIES!"
440 PRINT
450 PRINT "PRESS ANY KEY TO PLAY AGAIN.";
460 GET K$:GOTO 140
470 PRINT
480 PRINT "YOU PLASTERED YOUR MOM AS SHE WALKED"
490 PRINT "OUT TO SEE WHAT WAS GOING ON!"
500 PRINT "YOU LOSE!"
510 END
520 PRINT
530 PRINT "YOU HIT THE POLICEMAN ON THE HEAD."
540 PRINT "HE CONFISCATES YOUR HOOP AND YOU"
550 PRINT "LOSE THE GAME!"
560 END
570 PRINT
580 PRINT "YOU'RE OUT OF WATER BALLOONS!"
590 PRINT "YOU LOSE. THE COORDINATES WERE:"
600 PRINT "NORTH/SOUTH=";LA
610 PRINT "EAST/WEST=";LO
620 END
```

Atari/*Water Balloons*

```
10 OPEN #1,4,0,"K:"
20 PRINT CHR$(125)
30 POSITION 12,0
40 PRINT "WATER BALLOONS!"
50 POSITION 8,3:PRINT "PRESS <RETURN> TO BEGIN.";
60 GET #1,K:IF K<>155 THEN 60
70 PRINT CHR$(125)
80 PRINT "YOU ARE STANDING BLINDFOLDED ON THE"
90 PRINT "7TH FLOOR BALCONY OF A BUILDING. YOU"
100 PRINT "ARE TRYING TO DROP WATER BALLOONS"
110 PRINT "INTO THE CENTER OF A HOOP ON THE"
120 PRINT "GROUND BELOW. YOU MUST SET YOUR"
130 PRINT "NORTH/SOUTH AND EAST/WEST COORDINATES"
```

```
140 PRINT "ACCORDING TO THE HELP YOUR FRIEND"
150 PRINT "GIVES YOU FROM BELOW."
160 B=10:LA=INT(RND(1)*10)+1
170 LO=INT(RND(1)*10)+1
180 PRINT
190 PRINT
200 PRINT "1=EXTREME SOUTH - 10=EXTREME NORTH"
210 PRINT "1=EXTREME WEST  - 10=EXTREME EAST"
220 PRINT
230 PRINT "YOU HAVE ";B;" WATER BALLOONS."
240 PRINT "WHAT'S YOUR GUESS (BETWEEN 1 AND 10)"
250 PRINT "FOR THE NORTH/SOUTH COORDINATE";
260 TRAP 270:INPUT NS
270 TRAP 40000
280 IF NS<1 OR NS>10 THEN 240
290 PRINT "WHAT'S YOUR GUESS FOR EAST/WEST";
300 TRAP 310:INPUT EW
310 TRAP 40000
320 IF EW<1 OR EW>10 THEN PRINT "IT MUST BE BETWEEN 1
AND 10!":GOTO 290
330 B=B-1
340 IF NS=LA AND EW=LO THEN 500
350 PRINT
360 FOR X=1 TO 24:PRINT :NEXT X
370 IF B<1 THEN 660
380 PRINT "YOUR FRIEND BELOW SAYS:"
390 PRINT
400 IF NS>LA THEN PRINT "TOO FAR NORTH!"
410 IF NS<LA THEN PRINT "TOO FAR SOUTH!"
420 IF NS=LA THEN PRINT "NORTH/SOUTH O.K.!"
430 IF EW>LO THEN PRINT "TOO FAR EAST!"
440 IF EW<LO THEN PRINT "TOO FAR WEST!"
450 IF EW=LO THEN PRINT "EAST/WEST O.K.!"
460 X=INT(RND(1)*30)+1
470 IF X=7 THEN 560
480 IF X=13 THEN 610
490 PRINT :GOTO 200
500 PRINT CHR$(125)
510 PRINT "YOU HIT IT IN ";10-B;" TURN(S)!"
520 PRINT
530 PRINT "PRESS <RETURN> TO PLAY AGAIN."
540 GET #1,K:IF K<>155 THEN 540
550 GOTO 160
560 PRINT
570 PRINT "YOU PLASTERED YOUR MOM AS SHE WALKED"
580 PRINT "OUT TO SEE WHAT WAS GOING ON!"
590 PRINT "YOU LOSE!"
600 END
610 PRINT
620 PRINT "YOU HIT THE POLICEMAN ON THE HEAD."
630 PRINT "HE CONFISCATES YOUR HOOP"
640 PRINT "AND YOU LOSE THE GAME!"
650 END
660 PRINT
670 PRINT "YOU'RE OUT OF WATER BALLOONS!"
680 PRINT "YOU LOSE.  THE COORDINATES WERE:"
690 PRINT "NORTH/SOUTH = ";LA
700 PRINT "EAST/WEST = ";LO
710 END
```

Commodore 64/Water Balloons

```
10 PRINT CHR$(147)
20 PRINT TAB(12);"WATER BALLOONS!"
30 PRINT
40 PRINT TAB(8);"PRESS <RETURN> TO BEGIN."
50 GET K$:IF K$<>CHR$(13) THEN 50
60 PRINT CHR$(147)
70 PRINT "YOU ARE STANDING BLINDFOLDED ON THE 7TH"
80 PRINT "FLOOR BALCONY OF A BUILDING. YOU ARE"
90 PRINT "TRYING TO DROP WATER BALLOONS INTO THE"
100 PRINT "CENTER OF A HOOP ON THE GROUND BELOW."
110 PRINT "YOU MUST SET YOUR NORTH/SOUTH AND"
120 PRINT "EAST/WEST COORDINATES ACCORDING TO THE"
130 PRINT "HELP YOUR FRIEND GIVES YOU FROM BELOW."
140 B=10:LA=INT(RND(1)*10)+1
150 LO=INT(RND(1)*10)+1
160 PRINT
170 PRINT
180 PRINT "1=EXTREME SOUTH - 10=EXTREME NORTH"
190 PRINT "1=EXTREME WEST  - 10=EXTREME EAST"
200 PRINT
210 PRINT "YOU NOW HAVE";B;"WATER BALLOONS."
220 PRINT "WHAT'S YOUR GUESS (BETWEEN 1 AND 10)"
230 INPUT "FOR THE NORTH/SOUTH COORDINATE";NS
240 IF NS<1 OR NS>10 THEN 220
250 INPUT "WHAT'S YOUR GUESS FOR EAST/WEST";EW
260 IF EW<1 OR EW>10 THEN PRINT "IT MUST BE BETWEEN 1 AND 10!":GOTO 250
270 B=B-1
280 IF NS=LA AND EW=LO THEN 430
290 FOR X=1 TO 24:PRINT:NEXT X
300 IF B<1 THEN 590
310 PRINT "YOUR FRIEND SAYS:"
320 PRINT
330 IF NS>LA THEN PRINT "TOO FAR NORTH!"
340 IF NS<LA THEN PRINT "TOO FAR SOUTH!"
350 IF NS=LA THEN PRINT "NORTH/SOUTH O.K.!"
360 IF EW>LO THEN PRINT "TOO FAR EAST!"
370 IF EW<LO THEN PRINT "TOO FAR WEST!"
380 IF EW=LO THEN PRINT "EAST/WEST O.K.!"
390 X=INT(RND(1)*30)+1
400 IF X=7 THEN 490
410 IF X=13 THEN 540
420 PRINT:GOTO 180
430 PRINT CHR$(147)
440 PRINT "YOU HIT IT IN";10-B;"TRIES!"
450 PRINT
460 PRINT "PRESS <RETURN> TO PLAY AGAIN."
470 GET K$:IF K$<>CHR$(13) THEN 470
480 GOTO 140
490 PRINT
500 PRINT "YOU PLASTERED YOUR MOM AS SHE WALKED"
510 PRINT "OUT TO SEE WHAT WAS GOING ON!"
520 PRINT "YOU LOSE!"
530 END
540 PRINT
550 PRINT "YOU HIT THE POLICEMAN ON THE HEAD."
560 PRINT "HE CONFISCATES YOUR HOOP"
570 PRINT "AND YOU LOSE THE GAME!"
580 END
```

```
590 PRINT
600 PRINT "YOU'RE OUT OF WATER BALLOONS!"
610 PRINT "YOU LOSE.  THE COORDINATES WERE:"
620 PRINT "NORTH/SOUTH=";LA
630 PRINT "EAST/WEST=";LO
640 END
```

IBM PCs/*Water Balloons*

```
10 RANDOMIZE
20 CLS
30 PRINT "WATER BALLOONS!"
40 PRINT
50 PRINT "PRESS <ENTER> TO BEGIN."
60 IF INKEY$<>CHR$(13) THEN 60
70 CLS
80 PRINT "YOU ARE STANDING BLINDFOLDED ON THE 7TH"
90 PRINT "FLOOR BALCONY OF A BUILDING. YOU ARE"
100 PRINT "TRYING TO DROP WATER BALLOONS INTO THE"
110 PRINT "CENTER OF A HOOP ON THE GROUND BELOW."
120 PRINT "YOU MUST SET YOUR NORTH/SOUTH AND"
130 PRINT "EAST/WEST COORDINATES ACCORDING TO THE"
140 PRINT "HELP YOUR FRIEND GIVES YOU FROM BELOW."
150 B=10:LA=INT(RND*10)+1
160 LO=INT(RND*10)+1
170 PRINT:PRINT
180 PRINT "1=EXTREME SOUTH  10=EXTREME NORTH"
190 PRINT "1=EXTREME WEST   10=EXTREME EAST"
200 PRINT
210 PRINT "YOU NOW HAVE";B;"WATER BALLOONS."
220 PRINT "WHAT IS YOUR GUESS (BETWEEN 1 AND 10)"
230 INPUT "FOR THE NORTH/SOUTH COORDINATE";NS
240 IF NS<1 OR NS>10 THEN 220
250 INPUT "WHAT'S YOUR GUESS FOR EAST/WEST";EW
260 IF EW<1 OR EW>10 THEN 250
270 B=B-1
280 IF NS=LA AND EW=LO THEN 430
290 FOR X=1 TO 24:PRINT:NEXT X
300 IF B<1 THEN 570
310 PRINT "YOUR FRIEND SAYS"
320 PRINT
330 IF NS>LA THEN PRINT "TOO FAR NORTH!"
340 IF NS<LA THEN PRINT "TOO FAR SOUTH!"
350 IF NS=LA THEN PRINT "NORTH/SOUTH O.K.!"
360 IF EW>LO THEN PRINT "TOO FAR EAST!"
370 IF EW<LO THEN PRINT "TOO FAR WEST!"
380 IF EW=LO THEN PRINT "EAST/WEST O.K.!"
390 X=INT(RND*30)
400 IF X=7 THEN 480
410 IF X=13 THEN 520
420 PRINT:GOTO 180
430 CLS
440 PRINT "YOU HIT IT IN";10-B;"TRIES."
450 PRINT
460 PRINT "PRESS <ENTER> TO PLAY AGAIN."
470 IF INKEY$<>CHR$(13) THEN 470 ELSE 150
480 PRINT
490 PRINT "YOU HIT YOUR MOM ON THE SIDEWALK!"
```

```
500 PRINT "YOU LOSE LIKE YOU WOULDN'T BELIEVE."
510 END
520 PRINT
530 PRINT "YOU HIT A POLICEMAN ON THE HEAD."
540 PRINT "HE CONFISCATES YOUR HOOP."
550 PRINT "YOU LOSE!"
560 END
570 PRINT
580 PRINT "YOU'RE OUT OF WATER BALLOONS. YOU LOSE!"
590 PRINT "THE COORDINATES WERE:"
600 PRINT "NORTH/SOUTH=";LA;" EAST/WEST=";LO
610 END
```

TRS-80 Color Computer/*Water Balloons*

```
10 CLS
20 PRINT "WATER BALLOONS!"
30 PRINT
40 PRINT "PRESS <ENTER> TO BEGIN."
50 IF INKEY$<>CHR$(13) THEN 50
60 CLS
70 PRINT "YOU ARE STANDING BLINDFOLDED ON"
80 PRINT "THE 7TH FLOOR BALCONY OF A"
90 PRINT "BUILDING. YOU ARE TRYING TO"
100 PRINT "DROP WATER BALLOONS INTO THE"
110 PRINT "CENTER OF A HOOP ON THE GROUND"
120 PRINT "BELOW. YOU MUST SET YOUR NORTH/"
130 PRINT "SOUTH AND EAST/WEST COORDINATES"
140 PRINT "ACCORDING TO THE HELP YOUR"
150 PRINT "FRIEND GIVES YOU FROM BELOW."
160 PRINT
170 PRINT "PRESS <ENTER> TO PLAY."
180 IF INKEY$<>CHR$(13) THEN 180
190 B=10:LA=RND(10):LO=RND(10)
200 CLS
210 PRINT
220 PRINT "1=EXTREME SOUTH-"
230 PRINT "10=EXTREME NORTH"
240 PRINT "1=EXTREME WEST-"
250 PRINT "10=EXTREME EAST"
260 PRINT
270 PRINT "YOU NOW HAVE";B;"WATER BALLOONS."
280 PRINT "WHAT IS YOUR GUESS (BETWEEN 1"
290 PRINT "AND 10) FOR THE NORTH/SOUTH"
300 INPUT "COORDINATE";NS
310 IF NS<1 OR NS>10 THEN 280
320 INPUT "WHAT'S YOUR GUESS FOR EAST/WEST";EW
330 IF EW<1 OR EW>10 THEN 320
340 B=B-1
350 IF NS=LA AND EW=LO THEN 500
360 FOR X=1 TO 16:PRINT:NEXT X
370 IF B<1 THEN 650
380 PRINT "YOUR FRIEND SAYS"
390 PRINT
400 IF NS>LA THEN PRINT "TOO FAR NORTH!"
410 IF NS<LA THEN PRINT "TOO FAR SOUTH!"
420 IF NS=LA THEN PRINT "NORTH/SOUTH O.K.!"
430 IF EW>LO THEN PRINT "TOO FAR EAST!
```

```
440 IF EW<LO THEN PRINT "TOO FAR WEST!"
450 IF EW=LO THEN PRINT "EAST/WEST O.K.!"
460 X=RND(30)
470 IF X=7 THEN 550
480 IF X=13 THEN 600
490 PRINT:GOTO 220
500 CLS
510 PRINT "YOU HIT IT IN";10-B;"TRIES."
520 PRINT
530 PRINT "PRESS <ENTER> TO PLAY AGAIN."
540 IF INKEY$<>CHR$(13) THEN 540 ELSE 190
550 PRINT
560 PRINT "YOU HIT YOUR MOM ON"
570 PRINT "THE SIDEWALK!"
580 PRINT "YOU LOSE!"
590 END
600 CLS
610 PRINT "YOU HIT A POLICEMAN ON THE"
620 PRINT "HEAD. HE CONFISCATES YOUR HOOP."
630 PRINT "YOU LOSE!"
640 END
650 PRINT
660 PRINT "YOU'RE OUT OF WATER BALLOONS."
670 PRINT "YOU LOSE! THE COORDINATES WERE:"
680 PRINT "NORTH/SOUTH =";LA
690 PRINT "EAST/WEST =";LO
700 END
```

TRS-80 Model III/*Water Balloons*

```
10 CLS
20 PRINT TAB(26);"WATER BALLOONS!"
30 PRINT
40 PRINT TAB(22);"PRESS <ENTER> TO BEGIN."
50 IF INKEY$<>CHR$(13) THEN 50
60 CLS
70 PRINT "YOU ARE STANDING BLINDFOLDED ON THE 7TH FLOOR BALCONY OF A"
80 PRINT "BUILDING. YOU ARE TRYING TO DROP WATER BALLOONS INTO THE CENTER"
90 PRINT "OF A HOOP ON THE GROUND BELOW. YOU MUST SET YOUR NORTH/SOUTH"
100 PRINT "AND EAST/WEST COORDINATES ACCORDING TO THE HELP YOUR FRIEND"
110 PRINT "GIVES YOU FROM BELOW."
120 B=10:LA=RND(10):LO=RND(10)
130 PRINT
140 PRINT "1=EXTREME SOUTH - 10=EXTREME NORTH"
150 PRINT "1=EXTREME WEST  - 10=EXTREME EAST"
160 PRINT
170 PRINT "YOU NOW HAVE";B;"WATER BALLOONS."
180 PRINT "WHAT'S YOUR GUESS (BETWEEN 1 AND 10) FOR THE NORTH/SOUTH"
190 INPUT "COORDINATE";NS
200 IF NS<1 OR NS>10 THEN 180
210 INPUT "WHAT'S YOUR GUESS FOR EAST/WEST";EW
220 IF EW<1 OR EW>10 THEN 210
230 B=B-1
240 IF NS=LA AND EW=LO THEN 400
250 FOR X=1 TO 16:PRINT:NEXT X
260 CLS
270 IF B<1 THEN 550
280 PRINT "YOUR FRIEND BELOW SAYS:"
290 PRINT
```

```
300 IF NS>LA THEN PRINT "TOO FAR NORTH!"
310 IF NS<LA THEN PRINT "TOO FAR SOUTH!"
320 IF NS=LA THEN PRINT "NORTH/SOUTH O.K.!"
330 IF EW>LO THEN PRINT "TOO FAR EAST!"
340 IF EW<LO THEN PRINT "TOO FAR WEST!"
350 IF EW=LO THEN PRINT "EAST/WEST O.K.!"
360 X=RND(30)
370 IF X=7 THEN 450
380 IF X=13 THEN 500
390 PRINT:GOTO 140
400 CLS
410 PRINT "YOU HIT IT IN";10-B;"TRIES!"
420 PRINT
430 PRINT "PRESS <ENTER> TO PLAY AGAIN."
440 IF INKEY$<>CHR$(13) THEN 440 ELSE 120
450 PRINT
460 PRINT "YOU PLASTERED YOUR MOM AS SHE WALKED"
470 PRINT "OUT TO SEE WHAT WAS GOING ON!"
480 PRINT "YOU LOSE!"
490 END
500 PRINT
510 PRINT "YOU HIT A POLICEMAN ON THE HEAD."
520 PRINT "HE CONFISCATES YOUR HOOP"
530 PRINT "AND YOU LOSE THE GAME!"
540 END
550 PRINT
560 PRINT "YOU'RE OUT OF WATER BALLOONS!"
570 PRINT "YOU LOSE.  THE COORDINATES WERE:"
580 PRINT "NORTH/SOUTH =";LO
590 PRINT "EAST/WEST =";LA
600 END
```

WORD SCRAMBLE

Word Scramble is something like computer alphabet soup. Duons? No, uh . . . nsoud? No. Oh! Sound! You got it and you'll get them all when you sink your mind into *Word Scramble*. This mind teaser shows you a line of mixed up letters that you have to make a wrod . . . uh . . . word out of. Each time you guess a letter's correct location, the computer prints a "1" underneath it. The clues will help you solve even the most challenging words. Each time you correctly pick the entire word, the computer shows you how many tries it took you to get it. To skip a word, type "N" and then press ENTER or RETURN.

ADAM/Word Scramble

```
10 HOME
20 PRINT "WORD SCRAMBLE"
30 PRINT
40 PRINT "Try to unscramble words by"
50 PRINT "typing in guesses.  The"
60 PRINT "computer will show you which"
70 PRINT "letters are in the correct"
80 PRINT "places."
90 PRINT "Use only CAPITALS!"
100 PRINT "For example: The computer"
110 PRINT "prints 'SUEGS'."
120 PRINT "The actual word is 'GUESS'."
130 PRINT "If you type 'GEUSS', the"
140 PRINT "computer will respond with"
150 PRINT "'10011', meaning the first,"
160 PRINT "fourth, and fifth letters"
170 PRINT "are in the correct locations."
180 PRINT
190 PRINT "Press any key to continue."
200 GET k$
210 u$ = ""
220 READ w$
230 IF w$ = "0" THEN RESTORE:GOTO 10
240 FOR x = 1 TO LEN(w$)
250 READ ch
260 u$ = u$+CHR$(ch)
270 NEXT x
280 g = 0
290 HOME
300 PRINT "For a new word, type 'N'; then"
310 PRINT "press <RETURN>."
320 PRINT
330 PRINT "The scrambled word is:"
340 PRINT
350 PRINT "  ";w$
360 PRINT
370 r = 0
380 PRINT "Type your guess;"
390 PRINT "then press <RETURN>."
400 PRINT
410 INPUT g$
420 g = g+1
```

```
430 IF g$ = "N" THEN 210
440 IF LEN(g$) > LEN(w$) THEN PRINT "Guess too long!":GOTO 320
450 IF LEN(g$) < LEN(w$) THEN PRINT "Guess too short!":GOTO 320
460 PRINT " ";
470 FOR x = 1 TO LEN(w$)
480 IF MID$(g$,x,1) <> MID$(u$,x,1) THEN PRINT "0";:GOTO 500
490 PRINT "1";:r = r+1
500 NEXT x
510 PRINT
520 IF r <> LEN(g$) THEN 320
530 PRINT
540 PRINT "You got it in ";g;" turn(s)!"
550 PRINT
560 PRINT "Press any key to play again."
570 GET k$:GOTO 210
1000 DATA LETCICER,69,76,69,67,84,82,73,67,SGEAROOUUT,79,85,84,82,65,71,69,79
1010 DATA 85,83,ACTANPEUOL,67,65,78,84,65,76,79,85,80,69
1020 DATA LABTEKSABL,66,65,83,75,69,84,66,65,76,76
1030 DATA TANIRUC,67,85,82,84,65,73,78,TAMELPAC,80,76,65,67,69,77,65,84
1040 DATA ONUSHCI,67,85,83,72,73,79,78,WOLCRADY,67,79,87,65,82,68,76,89
1050 DATA DELIS,83,76,73,68,69,TARIUG,71,85,73,84,65,82,OWELT,84,79,87,69,76
1060 DATA MUTESOC,67,79,83,84,85,77,69,YOGOILB,66 ,73,79,76,79,71,89
1070 DATA ACRTEP,67,65,82,80,69,84,ARERES,69,82,65,83,69,82
1080 DATA ELTKET,75,69,84,84,76,69,REUICTP,80,73,67,84,85,82,69
1090 DATA IISGNYF,83 ,73,71,78,73,70,89,ORDAI,82,65,68,73,79
1100 DATA ZEERPAT,84,82,65,80,69,90,69,0
```

Apple/*Word Scramble*

```
10 HOME
20 PRINT "WORD SCRAMBLE"
30 PRINT
40 PRINT "TRY TO UNSCRAMBLE WORDS BY TYPING IN"
50 PRINT "GUESSES.  THE COMPUTER WILL SHOW YOU"
60 PRINT "WHICH LETTERS ARE IN THE CORRECT PLACES."
70 PRINT
80 PRINT "EXAMPLE: THE COMPUTER PRINTS 'SUEGS'."
90 PRINT "THE ACTUAL WORD IS 'GUESS'."
100 PRINT "IF YOU TYPE 'GEUSS', THE COMPUTER WILL"
110 PRINT "RESPOND WITH '10011', MEANING THE"
120 PRINT "FIRST, FOURTH, AND FIFTH LETTERS ARE"
130 PRINT "IN THE CORRECT LOCATIONS."
140 PRINT
150 PRINT "PRESS ANY KEY TO CONTINUE.";
160 GET K$
170 U$ = ""
180 READ W$
190 IF W$ = "0" THEN RESTORE:GOTO 10
200 FOR X = 1 TO LEN(W$)
210 READ CH
220 U$ = U$+CHR$(CH)
230 NEXT X
240 G = 0
250 HOME
260 PRINT "FOR A NEW WORD, TYPE 'N';"
270 PRINT "THEN PRESS <RETURN>."
280 PRINT
290 PRINT "THE SCRAMBLED WORD IS:"
300 PRINT
```

```
310 PRINT "  ";W$
320 PRINT
330 R = 0
340 PRINT "TYPE YOUR GUESS; THEN PRESS <RETURN>."
350 PRINT
360 INPUT G$
370 G = G+1
380 IF G$ = "N" THEN 170
390 IF LEN(G$) > LEN(W$) THEN PRINT "GUESS TOO LONG!":GOTO 280
400 IF LEN(G$) < LEN(W$) THEN PRINT "GUESS TOO SHORT!":GOTO 280
410 PRINT " ";
420 FOR X = 1 TO LEN(W$)
430 IF MID$(G$,X,1) <> MID$(U$,X,1) THEN PRINT "0";:GOTO 450
440 PRINT "1";:R = R+1
450 NEXT X
460 PRINT
470 IF R <> LEN(G$) THEN 280
480 PRINT
490 PRINT "YOU GOT IT IN ";G;" TURN(S)!"
500 PRINT
510 PRINT "PRESS ANY KEY TO PLAY AGAIN.";
520 GET K$:GOTO 170
1000 DATA LETCICER,69,76,69,67,84,82,73,67,SGEAROOUUT,79,85,84,82,65,71,69,79
1010 DATA 85,83,ACTANPEUOL,67,65,78,84,65,76,79,85,80,69
1020 DATA LABTEKSABL,66,65,83,75,69,84,66,65,76,76
1030 DATA TANIRUC,67,85,82,84,65,73,78,TAMELPAC,80,76,65,67,69,77,65,84
1040 DATA ONUSHCI,67,85,83,72,73,79,78,WOLCRADY,67,79,87,65,82,68,76,89
1050 DATA DELIS,83,76,73,68,69,TARIUG,71,85,73,84,65,82,OWELT,84,79,87,69,76
1060 DATA MUTESOC,67,79,83,84,85,77,69,YOGOILB,66,73,79,76,79,71,89
1070 DATA ACRTEP,67,65,82,80,69,84,ARERES,69,82,65,83,69,82
1080 DATA ELTKET,75,69,84,84,76,69,REUICTP,80,73,67,84,85,82,69
1090 DATA IISGNYF,83,73,71,78,73,70,89,ORDAI,82,65,68,73,79
1100 DATA ZEERPAT,84,82,65,80,69,90,69,0
```

Atari/*Word Scramble*

```
10 DIM U$(11),G$(15),W$(11),TEMP$(1),R$(1)
20 OPEN #1,4,0,"K:"
30 PRINT CHR$(125)
40 PRINT "WORD SCRAMBLE"
50 PRINT
60 PRINT "TRY TO UNSCRAMBLE WORDS BY TYPING"
70 PRINT "YOUR GUESSES.  THE COMPUTER SHOWS YOU"
80 PRINT "WHICH LETTERS ARE IN THE CORRECT"
90 PRINT "LOCATIONS."
100 PRINT
110 PRINT "EXAMPLE:  THE COMPUTER PRINTS 'SUEGS'."
120 PRINT "THE ACTUAL WORD IS 'GUESS'.  IF YOU"
130 PRINT "TYPE 'GEUSS', THE COMPUTER WILL"
140 PRINT "RESPOND WITH '10011', MEANING THE"
150 PRINT "FIRST, FOURTH, AND FIFTH LETTERS ARE"
160 PRINT "IN THE CORRECT LOCATIONS.  PRESS"
170 PRINT "<RETURN> TO CONTINUE."
180 GET #1,K:IF K<>155 THEN 180
190 U$=""
200 READ W$
210 IF W$="0" THEN RESTORE :GOTO 30
220 FOR X=1 TO LEN(W$)
230 READ CH
```

```
240 U$(X,X)=CHR$(CH)
250 NEXT X
260 G=0
270 PRINT CHR$(125)
280 PRINT "FOR A NEW WORD, TYPE 'N';"
290 PRINT "THEN PRESS <RETURN>."
300 PRINT
310 PRINT "THE SCRAMBLED WORD IS:"
320 PRINT
330 PRINT W$
340 PRINT
350 R=0
360 PRINT "TYPE YOUR GUESS; THEN PRESS <RETURN>."
370 INPUT G$
380 G=G+1
390 IF G$="N" THEN 190
400 IF LEN(G$)>LEN(W$) THEN PRINT "GUESS TOO LONG!":GOTO 300
410 IF LEN(G$)<LEN(W$) THEN PRINT "GUESS TOO SHORT!":GOTO 300
420 PRINT " ";
430 FOR X=1 TO LEN(W$)
440 IF G$(X,X)<>U$(X,X) THEN PRINT "0";:GOTO 460
450 PRINT "1";:R=R+1
460 NEXT X
470 PRINT
480 IF R<>LEN(G$) THEN 300
490 PRINT
500 PRINT "YOU GOT IT IN ";G;" TURN(S)!"
510 PRINT
520 PRINT "PRESS <RETURN> TO PLAY AGAIN."
530 GET #1,K:IF K<>155 THEN 530
540 GOTO 190
1000 DATA LETCICER,69,76,69,67,84,82,73,67,SGEAROOUUT,79,85,84,82,65,71,69,79
1010 DATA 85,83,ACTANPEUOL,67,65,78,84,65,76,79,85,80,69
1020 DATA LABTEKSABL,66,65,83,75,69,84,66,65,76,76
1030 DATA TANIRUC,67,85,82,84,65,73,78,TAMELPAC,80,76,65,67,69,77,65,84
1040 DATA ONUSHCI,67,85,83,72,73,79,78,WOLCRADY,67,79,87,65,82,68,76,89
1050 DATA DELIS,83,76,73,68,69,TARIUG,71,85,73,84,65,82,OWELT,84,79,87,69,76
1060 DATA MUTESOC,67,79,83,84,85,77,69,TOGOILB,66,73,79,76,79,71,89
1070 DATA ACRTEP,67,65,82,80,69,84,ARERES,69,82,65,83,69,82
1080 DATA ELTKET,75,69,84,84,76,69,REUICTP,80,73,67,84,85,82,69
1090 DATA IISGNYF,83,73,71,78,73,70,89,ORDAI,82,65,68,73,79
1100 DATA ZEERPAT,84,82,65,80,69,90,69,0
```

Commodore 64/*Word Scramble*

```
10 PRINT CHR$(147)
20 PRINT "WORD SCRAMBLE"
30 PRINT
40 PRINT "TRY TO UNSCRAMBLE WORDS BY TYPING"
50 PRINT "IN GUESSES.  THE COMPUTER WILL SHOW YOU"
60 PRINT "WHICH LETTERS ARE IN THE CORRECT PLACES."
70 PRINT
80 PRINT "EXAMPLE:  THE COMPUTER PRINTS 'SUEGS'."
90 PRINT "THE ACTUAL WORD IS 'GUESS'."
100 PRINT "IF YOU TYPE 'GEUSS', THE COMPUTER WILL"
110 PRINT "RESPOND WITH '10011', MEANING THE"
120 PRINT "FIRST, FOURTH, AND FIFTH LETTERS ARE"
130 PRINT "IN THE CORRECT LOCATIONS."
140 PRINT
```

```
150 PRINT "PRESS <RETURN> TO CONTINUE.";
160 GET K$:IF K$<>CHR$(13) THEN 160
170 U$=""
180 READ W$
190 IF W$="0" THEN GOTO 10
200 FOR X=1 TO LEN(W$)
210 READ CH
220 U$=U$+CHR$(CH)
230 NEXT X
240 G=0
250 PRINT CHR$(147)
260 PRINT "FOR A NEW WORD, TYPE 'N';"
270 PRINT "THEN PRESS <RETURN>."
280 PRINT
290 PRINT "THE SCRAMBLED WORD IS:"
300 PRINT
310 PRINT "  ";W$
320 PRINT
330 R=0
340 PRINT "TYPE YOUR GUESS; THEN PRESS <RETURN>."
350 PRINT
360 G$="":INPUT G$
370 G=G+1
380 IF G$="N" THEN 170
390 IF LEN(G$)>LEN(W$) THEN PRINT "GUESS TOO LONG!":GOTO 280
400 IF LEN(G$)<LEN(W$) THEN PRINT "GUESS TOO SHORT!":GOTO 280
410 PRINT "  ";
420 FOR X=1 TO LEN(W$)
430 IF MID$(G$,X,1)<>MID$(U$,X,1) THEN PRINT "0";:GOTO 450
440 PRINT "1";:R=R+1
450 NEXT X
460 PRINT
470 IF R<>LEN(G$) THEN 280
480 PRINT
490 PRINT "YOU GOT IT IN";G;"TURN(S)!"
500 PRINT
510 PRINT "PRESS <RETURN> TO PLAY AGAIN."
520 GET K$:IF K$<>CHR$(13) THEN 520
530 GOTO 170
1000 DATA LETCICER,69,76,69,67,84,82,73,67,SGEAROOUUT,79,85,84,82,65,71,69,79
1010 DATA 85,83,ACTANPEUOL,67,65,78,84,65,76,79,85,80,69
1020 DATA LABTEKSABL,66,65,83,75,69,84,66,65,76,76
1030 DATA TANIRUC,67,85,82,84,65,73,78,TAMELPAC,80,76,65,67,69,77,65,84
1040 DATA ONUSHCI,67,85,83,72,73,79,78,WOLCRADY,67,79,87,65,82,68,76,89
1050 DATA DELIS,83,76,73,68,69,TARIUG,71,85,73,84,65,82,OWELT,84,79,87,69,76
1060 DATA MUTESOC,67,79,83,84,85,77,69,YOGOILB,66,73,79,76,79,71,89
1070 DATA ACRTEP,67,65,82,80,69,84,ARERES,69,82,65,83,69,82
1080 DATA ELTKET,75,69,84,84,76,69,REUICTP,80,73,67,84,85,82,69
1090 DATA IISGNYF,83,73,71,78,73,70,89,ORDAI,82,65,68,73,79
1100 DATA ZEERPAT,84,82,65,80,69,90,69,0
```

IBM PCs/*Word Scramble*

```
10 CLS
20 PRINT "WORD SCRAMBLE"
30 PRINT
40 PRINT "UNSCRAMBLE WORDS BY TYPING YOUR"
50 PRINT "GUESSES. THE COMPUTER SHOWS YOU WHICH"
60 PRINT "LETTERS ARE CORRECT. FOR EXAMPLE:
```

```
70 PRINT
80 PRINT "THE COMPUTER PRINTS 'SUEGS'. THE ACTUAL"
90 PRINT "WORD IS 'GUESS'. IF YOU TYPE 'GEUSS',"
100 PRINT "THE COMPUTER WILL RESPOND WITH '10011',"
110 PRINT "MEANING THE FIRST, FOURTH, AND FIFTH"
120 PRINT "LETTERS ARE IN CORRECT LOCATIONS. PRESS"
130 PRINT "ANY KEY TO BEGIN."
140 IF INKEY$="" THEN 140
150 U$=""
160 READ W$
170 IF W$="0" THEN RESTORE:GOTO 10
180 FOR X=1 TO LEN(W$)
190 READ CH
200 U$=U$+CHR$(CH)
210 NEXT X
220 G=0
230 CLS
240 PRINT "FOR A NEW WORD TYPE 'N';"
250 PRINT "THEN PRESS <ENTER>."
260 PRINT
270 PRINT "THE SCRAMBLED WORD IS:"
280 PRINT
290 PRINT "  ";W$
300 PRINT
310 R=0
320 PRINT "TYPE YOUR GUESS; THEN PRESS <ENTER>."
330 PRINT
340 INPUT G$
350 G=G+1
360 IF G$="N" THEN 150
370 IF LEN(G$)>LEN(W$) THEN PRINT "GUESS TOO LONG!":GOTO 260
380 IF LEN(G$)<LEN(W$) THEN PRINT "GUESS TOO SHORT!":GOTO 260
390 PRINT "  ";
400 FOR X=1 TO LEN(W$)
410 IF MID$(G$,X,1)<>MID$(U$,X,1) THEN PRINT "0";:GOTO 430
420 PRINT "1";:R=R+1
430 NEXT X
440 PRINT
450 IF R<>LEN(G$) THEN 260
460 PRINT
470 PRINT "YOU GOT IT IN";G;"TURN(S)."
480 PRINT
490 PRINT "PRESS ANY KEY TO PLAY AGAIN."
500 IF INKEY$="" THEN 500 ELSE 150
1000 DATA LETCICER,69,76,69,67,84,82,73,67
1010 DATA SGEAROOUUT,79,85,84,82,65,71,69,79,85,83
1020 DATA ACTANPEUOL,67,65,78,84,65,76,79,85,80,69
1030 DATA ALBTEKSABL,66,65,83,75,69,84,66,65,76,76
1040 DATA TANIRUC,67,85,82,84,65,73,78,TAMELPAC,80,76,65,67,69,77,65,84
1050 DATA ONUSCHI,67,85,83,72,73,79,78,WOLCRADY,67,79,87,65,82,68,76,89
1060 DATA DELIS,83,76,73,68,69,TARIUG,71,85,73,84,65,82,OWELT,84,79,87,69,76
1070 DATA MUTESOC,67,79,83,84,85,77,69,YOGOILB,66,73,79,76,79,71,89
1080 DATA ACRTEP,67,65,82,80,69,84,ARERES,69,82,65,83,69,82
1090 DATA ELTKET,75,69,84,84,76,69,REUICTP,80,73,67,84,85,82,69
1100 DATA IISGNYF,83,73,71,78,73,70,89,ORDAI,82,65,68,73,79
1110 DATA ZEERPAT,84,82,65,80,69,90,69,0
```

TRS-80 Color Computer/*Word Scramble*

```
10 CLS
20 PRINT "WORD SCRAMBLE"
30 PRINT
40 PRINT "UNSCRAMBLE WORDS BY TYPING"
50 PRINT "YOUR GUESSES.  THE COMPUTER"
60 PRINT "SHOWS YOU WHICH LETTERS ARE"
70 PRINT "CORRECT.  FOR EXAMPLE:"
80 PRINT
90 PRINT "THE COMPUTER PRINTS 'SEUGS'."
100 PRINT "THE ACTUAL WORD IS 'GUESS'."
110 PRINT "IF YOU TYPE 'GEUSS', THE"
120 PRINT "COMPUTER WILL RESPOND WITH"
130 PRINT "'10011', MEANING THE FIRST, "
140 PRINT "FOURTH, & FIFTH LETTERS ARE IN"
150 PRINT "CORRECT LOCATIONS.  PRESS ANY"
160 PRINT "KEY TO BEGIN."
170 IF INKEY$="" THEN 170
180 U$=""
190 READ W$
200 IF W$="0" THEN RESTORE:GOTO 10
210 FOR X=1 TO LEN(W$)
220 READ CH
230 U$=U$+CHR$(CH)
240 NEXT X
250 G=0
260 CLS
270 PRINT "FOR A NEW WORD, TYPE 'N';"
280 PRINT "THEN PRESS <ENTER>."
290 PRINT
300 PRINT "THE SCRAMBLED WORD IS:"
310 PRINT
320 PRINT "  ";W$
330 PRINT
340 R=0
350 PRINT "TYPE YOUR GUESS;"
360 PRINT "THEN PRESS <ENTER>."
370 PRINT
380 G$="":INPUT G$
390 G=G+1
400 IF G$="N" THEN 180
410 IF LEN(G$)>LEN(W$) THEN PRINT "GUESS TOO LONG!":GOTO 290
420 IF LEN(G$)<LEN(W$) THEN PRINT "GUESS TOO SHORT!":GOTO 290
430 PRINT "  ";
440 FOR X=1 TO LEN(W$)
450 IF MID$(G$,X,1)<>MID$(U$,X,1) THEN PRINT "0";:GOTO 470
460 PRINT "1";:R=R+1
470 NEXT X
480 PRINT
490 IF R<>LEN(G$) THEN 290
500 PRINT
510 PRINT "YOU GOT IT IN";G;"TURN(S)."
520 PRINT
530 PRINT "PRESS ANY KEY TO PLAY AGAIN."
540 IF INKEY$="" THEN 540 ELSE 180
1000 DATA LETCICER,69,76,69,67,84,82,73,67
1010 DATA SGEAROOUUT,79,85,84,82,65,71,69,79,85,83
1020 DATA ACTANPEUOL,67,65,78,84,65,76,79,85,80,69
1030 DATA ALBTEKSABL,66,65,83,75,69,84,66,65,76,76
```

```
1040 DATA TANIRUC,67,85,82,84,65,73,78,TAMELPAC,80,76,65,67,69,77,65,84
1050 DATA ONUSHCI,67,85,83,72,73,79,78,WOLCRADY,67,79,87,65,82,68,76,89
1060 DATA DELIS,83,76,73,68,69,TARIUG,71,85,73,84,65,82,OWELT,84,79,87,69,76
1070 DATA MUTESOC,67,79,83,84,85,77,69,YOGOILB,66,73,79,76,79,71,89
1080 DATA ACRTEP,67,65,82,80,69,84,ARERES,69,82,65,83,69,82
1090 DATA ELTKET,75,69,84,84,76,69,REUICTP,80,73,67,84,85,82,69
1100 DATA IISGNYF,83,73,71,78,73,70,89,ORDAI,82,65,68,73,79
1110 DATA ZEERPAT,84,82,65,80,69,90,69,0
```

TRS-80 Model III/*Word Scramble*

```
10 CLS
20 PRINT "WORD SCRAMBLE"
30 PRINT
40 PRINT "UNSCRAMBLE WORDS BY TYPING YOUR GUESSES. THE COMPUTER SHOWS YOU"
50 PRINT "WHICH LETTERS ARE CORRECT. FOR EXAMPLE:"
60 PRINT
70 PRINT "THE COMPUTER PRINTS 'SEUGS'. THE ACTUAL WORD IS 'GUESS'. IF YOU"
80 PRINT "TYPE 'GEUSS' THE COMPUTER WILL RESPOND WITH '10011', MEANING"
90 PRINT "THE FIRST, FOURTH, AND FIFTH LETTERS ARE IN CORRECT LOCATIONS."
100 PRINT "PRESS ANY KEY TO BEGIN."
110 IF INKEY$="" THEN 110
120 U$=""
130 READ W$
140 IF W$="0" THEN RESTORE:GOTO 10
150 FOR X=1 TO LEN(W$)
160 READ CH
170 U$=U$+CHR$(CH)
180 NEXT X
190 G=0
200 CLS
210 PRINT "FOR A NEW WORD TYPE 'N'; THEN PRESS <ENTER>."
220 PRINT
230 PRINT "THE SCRAMBLED WORD IS:"
240 PRINT
250 PRINT "  ";W$
260 PRINT
270 R=0
280 PRINT "TYPE YOUR GUESS; THEN PRESS <ENTER>."
290 PRINT
300 G$="":INPUT G$
310 G=G+1
320 IF G$="N" THEN 120
330 IF LEN(G$)>LEN(W$) THEN PRINT "GUESS TOO LONG!":GOTO 220
340 IF LEN(G$)<LEN(W$) THEN PRINT "GUESS TOO SHORT!":GOTO 220
350 PRINT "  ";
360 FOR X=1 TO LEN(W$)
370 IF MID$(G$,X,1)<>MID$(U$,X,1) THEN PRINT "0";:GOTO 390
380 PRINT "1";:R=R+1
390 NEXT X
400 PRINT
410 IF R<>LEN(G$) THEN 220
420 PRINT
430 PRINT "YOU GOT IT IN";G;"TURN(S)."
440 PRINT
450 PRINT "PRESS ANY KEY TO PLAY AGAIN."
460 IF INKEY$="" THEN 460 ELSE 120
1000 DATA LETCICER,69,76,69,67,84,82,73,67
1010 DATA SGEAROOUUT,79,85,84,82,65,71,69,79,85,83
```

```
102Ø DATA ACTANPEUOL,67,65,78,84,65,76,79,85,8Ø,69
103Ø DATA ALBTEKSABL,66,65,83,75,69,84,66,65,76,76
104Ø DATA TANIRUC,67,85,82,84,65,73,78,TAMELPAC,8Ø,76,65,67,69,77,65,84
105Ø DATA ONUSHCI,67,85,83,72,73,79,78,WOLCRADY,67,79,87,65,82,68,76,89
106Ø DATA DELIS,83,76,73,68,69,TARIUG,71,85,73,84,65,82,OWELT,84,79,87,69,76
107Ø DATA MUTESOC,67,79,83,84,85,77,69,YOGOILB,66,73,79,76,79,71,89
108Ø DATA ACRTEP,67,65,82,8Ø,69,84,ARERES,69,82,65,83,69,82
109Ø DATA ELTKET,75,69,84,84,76,69,REUICTP,8Ø,73,67,84,85,82,69
11ØØ DATA IISGNYF,83,73,71,78,73,7Ø,89,ORDAI,82,65,68,73,79
111Ø DATA ZEERPAT,84,82,65,8Ø,69,9Ø,69,Ø
```